THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

The magazine with a nice attitude

£2.50 ISSUE 87 MARCH 93 ● WITH HIGH KICKING FREE TAPE

SAM SPECIAL!
Pitstop goes Coupé crazy!

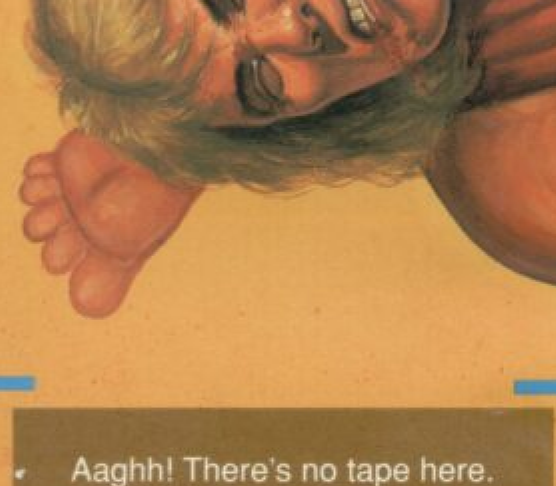


STREET FIGHTER 2 REVIEWED INSIDE!

Aaghh! There's no tape here. Quick, spit out those teeth, wipe away the blood and go and ask the newsagent where your Beaut Box is. It really is rather important. Y'see, its got Rebelstar on it - the second best game in the Speccyverse.

THE BOYS ARE BACK IN TOWN!

CLOCK THIS!



Kick your way to page 50

I love the smell of burning rubber in the morning! Twirl those moustaches with Nigel Mansell's World Championship ● Alternative drive along to Compilation City with The Postman Pat Hit Collection, The Popeye Collection and Kids Pack 2 ● Plus! Pit-Fighter and Smash TV ● And! We catch up with more of The Ones That Got Away ● For SAM fans there's Dyadic ● Pablo's problems get ironed out in Steve's Programming Launderette ● Get stuck in!

Blood, sweat and tears

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YOUR SINCLAIR ABC 40,648

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CONTENTS

Back already? You just can't keep away can you? Well, it's very nice to see you all once again, so pull up a chair, get comfy and settle down for a good read. Now's the time of year to really relax, you've finished with Christmas and the aftermath, Easter's a little way away and the big event that is summer is just over the horizon. So go on holiday now and don't let anything bother your pretty little heads.

As for us, we've had all the relaxation we're going to get and now we've got to concentrate on bringing you the best Spec mag in the universe. This month we've got the full review of *Street Fighter 2*. It's rough, it's tough and it's a bit of a laugh in two-player mode. The thing I've never understood about *Street Fighter* is the fact that the good guys are so incredibly nasty. Jonathan tried to explain the cult of the bad boy to me but I'm afraid I interrupted him to go and help Bert into his big yellow flower. One of his legs had got a bit stuck, y'see. Anyway, enough about us – on with the ish!

Lots of love,

Linda ✿

ISSUE 87 / March 93

YOUR SINCLAIR BEAUT BOX



I never knew there was so much in it!



REBELSTAR: COMPLETE GAME!



SOLDIER ONE COMPLETE GAME!



THE PATHETIC PABLO BROS LAUNDERETTE GAME!

PLUS! A *+3 UTILITY*, THE *NMI 2 DEMO*, A *+D UTILITY* AND *POKERAMA*. LET'S BE HONEST FOLKS: IT FIZZES!

PICK UP A FISH AND MOVE OVER TO PAGE 4

12

FIGHT NIGHT

They're back! The most feared bunch of lean and beefy good guys ever to wander the mean streets have put on their fighting boots and started walking.

Yep! *Street Fighter 2* has kicked and somersaulted its way onto the Speccy. So, you're probably wondering if all the hype's true and if it really is the best beat-'em-up of all time. Well don't just sit there wondering about it all, turn the pages and read the review. Go on!

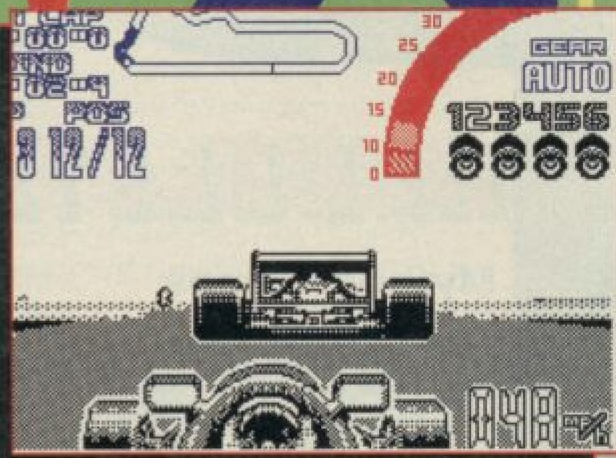


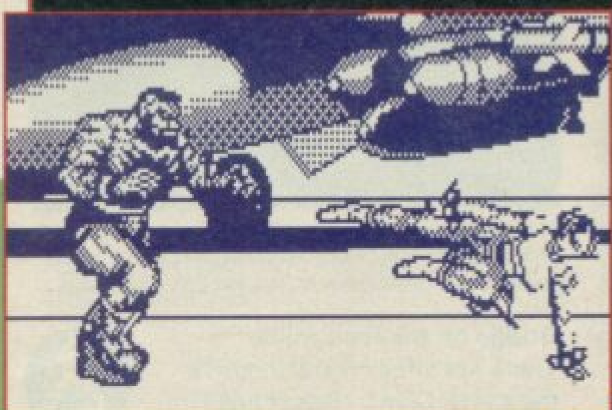
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MARCH • 87

LAWKS! LOOK AT THOSE GAMES!

REVIEWS



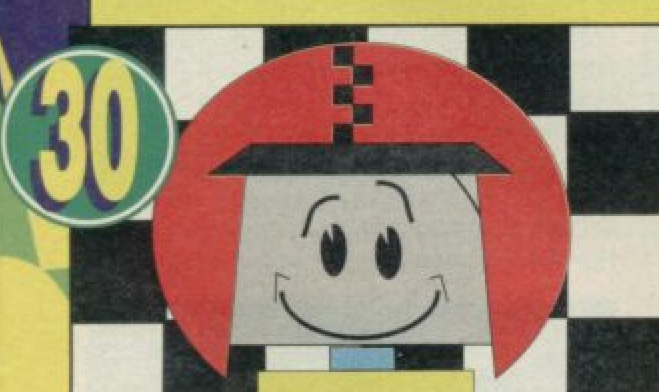


THE REGULARS



Steve's Programming Launderette

It's not over 'til all the queries have been answered. Tonnes of you have written in with questions, answers, problems and pineapples. Here's where we sort them out.



Program Pitstop – SAM Coupé Special

Craig's spent absolutely ages collating this Pitstop as a special treat for all you SAM owners out there. What a love!

SALE MARCH 2ND



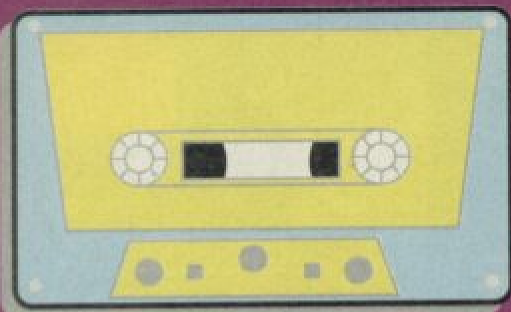
Editor: Linda Barker as Honda. Inside everybody there's a sumo wrestler trying to get out. Linda's favourite move: Reaching over to turn the alarm clock off and then nestling back under the duvet.



Art Editor: Andy Ounsted as Ryu. Twits have a rôle in even the most violent scenario. Andy's favourite move: Walking from his desk to the tape recorder. Next move: Turning the tape over.



Staff Writer: Jonathan so-called Nash as Ken. Pyjama trousers do not the man make. Jonathan's favourite move: Slight nose twitch followed by incredible outburst of mockery.



BEAUT BOX

Well knock me down with a plume if it isn't another incredibly marvellous YS Beaut Box! This month we give you that top game Rebelstar, and quite a lot more. Dib dib dib!



REBELSTAR – one of the best! On this very page! Did you evah?

Beware the Floating Head Of Doom in SOLDIER ONE on page six.





THE PATHETIC PABLO BROS clean up on page six.

Off to page six for +3 owners! Pop more on a disk with ULTRA-208.





+D utility ahoy! DT+ is over on page seven.

NMI 2 is on page seven. Demo mania city!





The fat lady sings! It's POKERAMA on page seven.

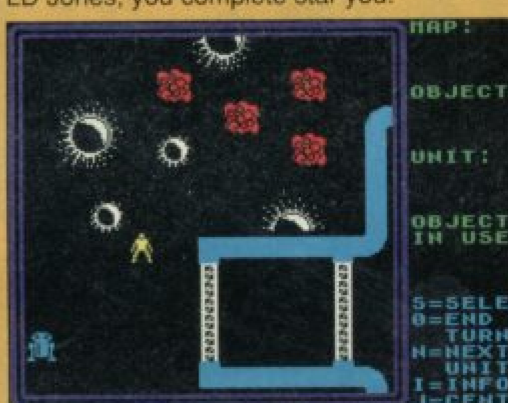
REBELSTAR

YS TOP 100 GAME

Mythos Games

COMPLETE GAME

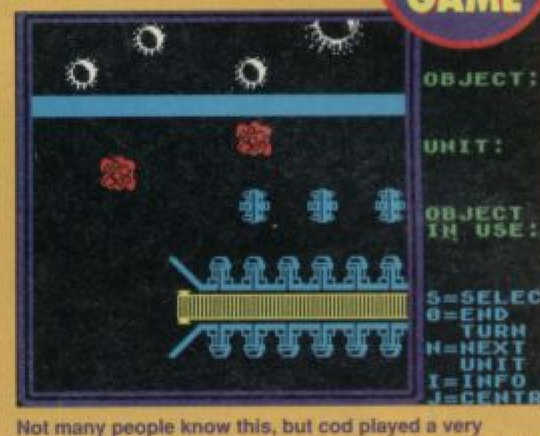
Take a bow, L D Jones of Cleveland! You may recall that we put out an All Points Bulletin on *Rebelstar* in an effort to find out just who owned the rights to the game (as opposed to who owned a copy of the game – thanks anyway to the hundreds of people who wrote in and offered to lend us theirs in order to duplicate it for the tape). Anyway, L D Jones was the chap who sent in full details of Julian Gollop's whereabouts, including – hurrah! – his phone number. One quick call later and, as you can see, YS's Number Two Game of All Time has at last made it on to the Beaut Box. So take a bow, LD Jones, you complete star you.



It's quite simple really. The red things are pike, the white ones are cod and the blue thing is your float. Simply move your float near to the fish of your choice.



Rebelstar is a strategy game for one or two players. This month we've got the one-player game – next month we'll have the two-player version (natch). In one-player mode, you command a motley crew of mercenaries set on busting their way into a heavily-guarded moonbase. Why is never satisfactorily explained. Perhaps the defenders are playing their stereo too loud, or something. Anyway, each side has a finite number of people (actually the defenders are robots, but you get the idea) and each person has a number of action points determining how much they can do each turn. As commander of the raiders, you go first, and depending how skilful you are, there are several ways of beating the game. (Take a glance at that box over there for a full list.) All involve blowing up the central defence computer, called, for some reason, ISAAC. The Speccy's aim is simply to zap all your crew before you do it.



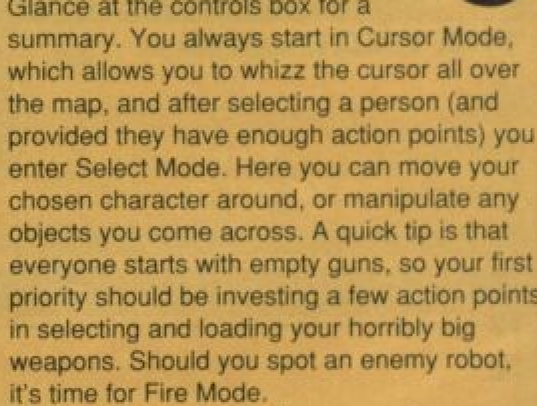
Not many people know this, but cod played a very important part in the moon settlement project. Kennedy had been a bit suspicious at first, but later capitulated.

Bridge on the river mode

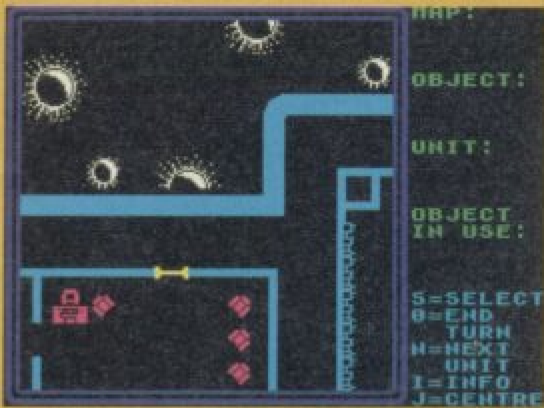


There are three control modes in the game: Cursor, Select and Fire. Glance at the controls box for a summary. You always start in Cursor Mode, which allows you to whizz the cursor all over the map, and after selecting a person (and provided they have enough action points) you enter Select Mode. Here you can move your chosen character around, or manipulate any objects you come across. A quick tip is that everyone starts with empty guns, so your first priority should be investing a few action points in selecting and loading your horribly big weapons. Should you spot an enemy robot, it's time for Fire Mode.

When you decide to fire a gun, the map changes to show you the clearest line of fire. Some features of the map will disappear, as you can fire over them. There are three types of shot you can make. An aimed shot has a greater chance of hitting the target than a snap shot. If you fancy yourself as a bushwhacker, you can use opportunity fire. This doesn't take effect immediately, but if an enemy crosses your line of fire you'll take a snap shot at him. (As long as you've got enough action points for a snap shot, that is.) How terribly sneaky.



Oh dear, you've been caught fishing in Roger Daltrey's trout pond. Move back five spaces, do not pass go, do not collect one hundred pounds. You naughty thing!



Oh no, Colin the cod has just headbutted a high voltage string of spinach. You've got to take him to hospital. Move forward three places and throw again.

CHALLENGE THE MAD SCOTSMAN

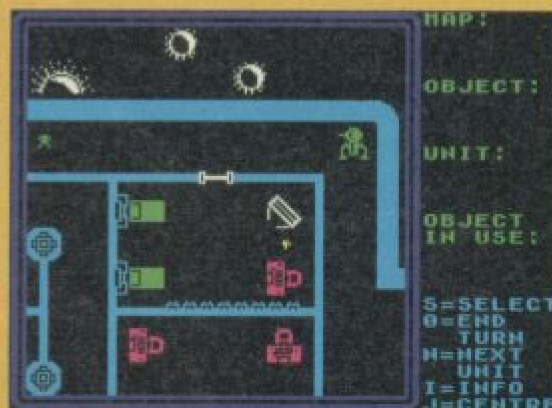


Of course, some of us are a little harder than the rest. But, you don't get to be the (official!) best Speccy gamesplayer in the known universe without stretching yourself a bit, and even on Level Eight, *Rebelstar* doesn't quite cut the mustard for the gaming superheroes among us. So, if you fancy yourself a bit, why not take the Stuart Campbell Challenge? In the Stuart Campbell Challenge, just winning isn't enough. The true victory of a champion is only achieved by completely destroying and humiliating your opponent, so here's how it goes. To achieve the ultimate triumph, you must play *Rebelstar* on Level Eight, destroy all three of the Defence Laser stations (find 'em first...), destroy the central reactor (it's in that screenshot down on the left of this page), kill every single enemy droid and – and here's the teeth-gritting bit – cut every single blade of grass in the little garden section at the right of the map, using the lawnmower. It's tough, but you can handle it. Can't you?

Death and taxes

When a shot hits someone, it may cause damage, wounding or (ugh) death. There's a crafty method of determining how much damage each shot causes, involving weapon power, target type and (for projectile weapons) distance. Armour helps, as does cleverly ducking for cover. After a certain amount of hits, a person becomes wounded, and any hit after that results in a kill. Dead people play no further part in the game, although destroyed robots can block corridors.

Using objects is not particularly taxing. *(Congratulations! I take great pleasure in awarding you the trophy for Most Tenuously-Linked Headline of the Month. Ed)* The rule of thumb is to make sure you have the suspicious object in use, then to bump into the unit you think it will affect. And now some lists.

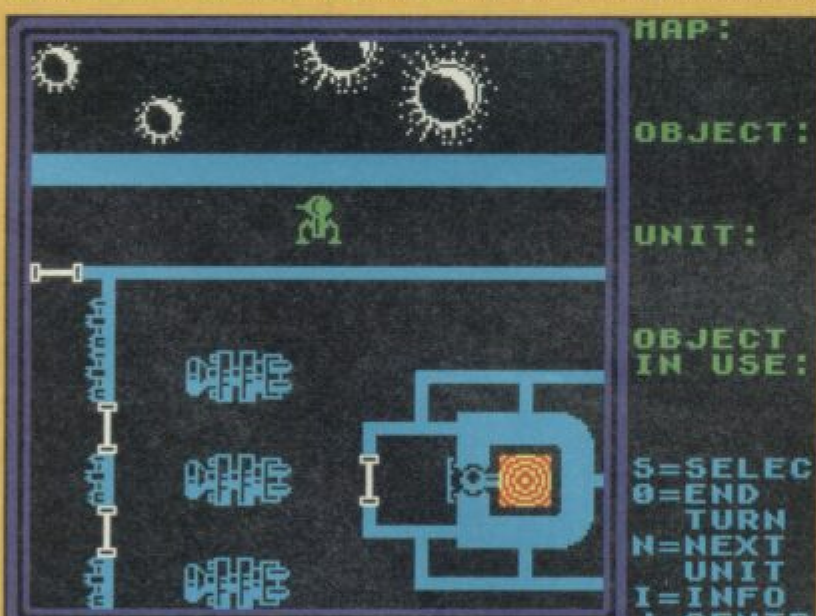


Looks a bit familiar, doesn't it? Are you sure you haven't just been going round in circles? Come on man, this is company time – it's valuable.

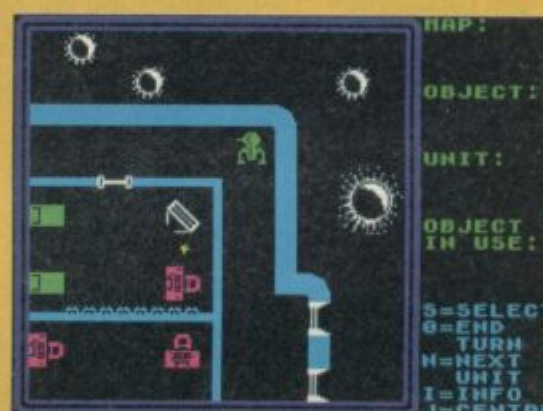
And finally

A quick hint for the one-player game. Only the combat droids can destroy the airlock and security doors, so conserve their meagre ammunition. The droids' blast torches have an extremely short range as well, so cosy up to the door before you zap it. (Those droids are also jolly tough, so it makes sense to dash all your peeps behind them for safety in a shoot-out.)

For the first couple of turns you may well be thinking, 'Pah! Doesn't look terribly good for the World's Second Greatest Game,' but just wait for the first blazing firefight. Suspense! Adventure! Action! Strategy! That's *Rebelstar*, all right. (And don't forget that you can take on a close friend with next month's two-player version.) Oh – almost forgot. The game has rather a final ending. Whether you or the Speccy wins, the program will wipe out, meaning you'll have to reload it to play again. Still, gives you a chance to go out for a refreshing walk while you plan a new attack, eh?



See that red and yellow square? That's where the most incredible party's happening and you've only got 'til dawn if you want the last of the twiglets. You'd better get a move on, hadn't you?



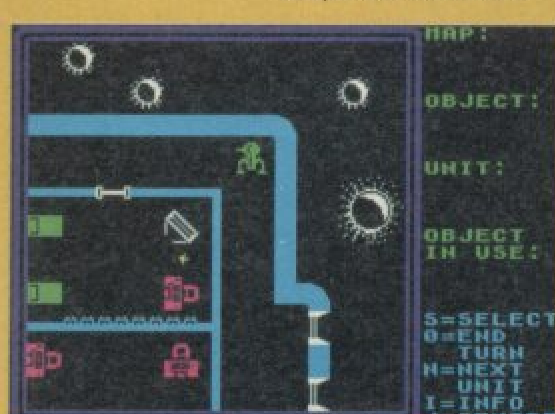
Those cod, eh? It looks like they're never going to give up. Maybe you should just cruise along for a while and look for a happening party. Or something.

Ammo needed for weapons

Laser gun	Laser pack one
Laser pistol	Laser pack two
Photon	Laser pack three
Pistol	Pistol clip
Auto-rifle	Rifle clip

Percentage of action points used for various, erm, actions

Drop object	10%
Change object	10% if nothing else in use, otherwise 20%
Pick up object	10%
Load weapon	50%



The cod are closing in! To survive, you must persuade the pike to eat the cod. Not everyone could do it but you might be just the chap for the job. Good luck.

CONTROLS

Controls
Cursor mode

Q	W	E
A		D
Z	X	C

S=Select person/droid under cursor
zero=Finish turn
I=Info on person/droid under cursor
J=Centre cursor
N=Go straight to next person

Select mode
Movement keys are exactly the same as for cursor mode
F=Fire mode
M=Drop object
D=Change object
P=Pick up object
L=Load weapon

Fire mode
Movement keys are again the same as for cursor mode

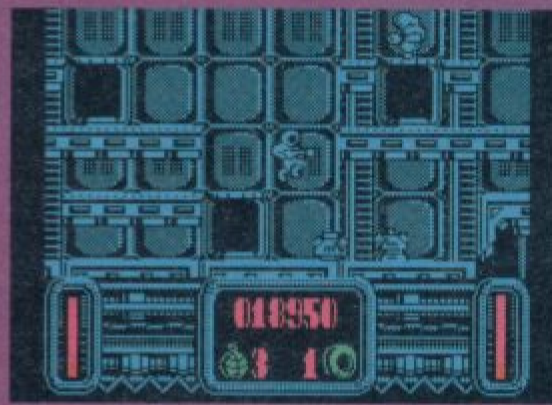
Other actions – check the box on the right of the screen

SOLDIER ONE

Beyond Belief

COMPLETE UNRELEASED GAME

The action doesn't let up for a minute, as that brash yellow box on the cover of last month's issue so correctly prophesised. Following your chin-scratching exploits in *Rebelstar*, what better way than to relax with a psychedelic sound-to-light generator? Ah, heck, who wants to relax anyway? *Soldier One* is, in fact, a scrolling platform shoot-'em-up featuring a massively outnumbered gunman wearing a parka. All you have to do is race through each of the four levels, blasting all and sundry until you reach the thoroughly evil Big Floating Head of Doom. Then shoot it.



Well it's all very nice and eveything, but where's all the ectoplasm? I didn't pay good money not to see any goo. Pah, it's not as if I was asking for the moon.

Almost everything on the screen is out to zap you. Except, that is, the seemingly innocuous orbs that sit mostly on the top of doorways. Shooting these reveals either a handy power-up (hurrah), or a deadly mine (curses). Luckily they appear in the same place each time, so with a bit of applied brainpower you can learn to avoid the dodgy ones. If, that is, you can spare the time in between jumping around and performing twisting dives that would shame a salmon in order to avoid the trillion or so bullets thrown at you by the bad guys. It's a hard life being an intergalactic foot-soldier with poor taste in thermal headgear.

Actually, to reassure Spec-chums quaking at the thought of another screamingly frustrating challenge, *Soldier One* is rather ego-boostingly easy. To start with, at least. The disappearing platforms are a bit rotten though. And the vertical lasers. Oh, and the moving ledges. But apart from that, it's dead easy. (Except for the Big Floating Head of Doom, who's a right bast.)

CONTROLS

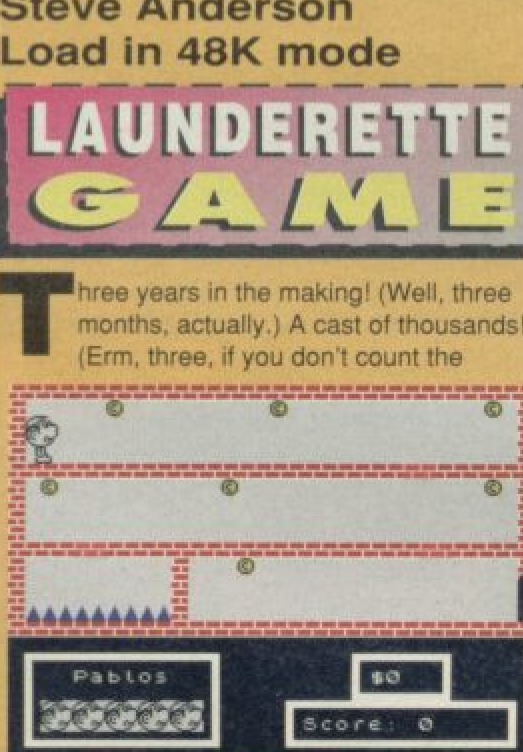
Joystick or keyboard
Q – up, A – down, O – left, P – right, M – fire. Hold down fire for grenade

THE PATHETIC PABLO BROS

Steve Anderson
Load in 48K mode

LAUNDERETTE GAME

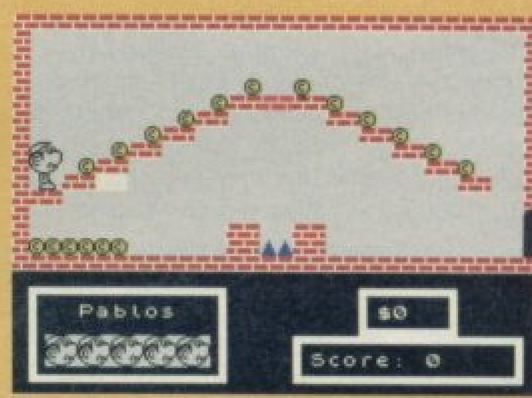
Three years in the making! (Well, three months, actually.) A cast of thousands! (Erm, three, if you don't count the furniture.) Nastier traps than *Manic Miner*! (Can't argue there – after all, Miner Willy never had to face invisible platforms, did he?) The Programming Launderette's pride and joy, Pablo makes it to the tape in all his big-nosed glory. On loading, you can break into the prog and tinker with it to your heart's content. The only tricky bit is that to save it to +3 disk, you'll have to save it to tape (with SAVE "PABLO" LINE 1) then load that copy in 128K mode. Sorry 'bout that.



Pablo, Pablo, where are you? Seventy-three miles from Dumfries. (Well, we thought it was amusing.)

The game features the platform-hopping exploits of Pablo, a chap in search of both his brother Sergio and a Mark One Ford Capri gearbox. You have to figure out exactly how to get the coins on each screen and make it safely through the exit. You don't need every single coin, but somewhere along the way you'll want to buy that gearbox from Pedro the Sociopathic Garage Mechanic, and woe betide you if your purse isn't jingly enough.

Well, enough chatter. Just bear in mind the game's BASIC, and as such is apt to be a tad sluggish. Still! It shows what you can do armed with the Launderette course and a bit of imagination. If you can read through the listing and understand it, why not try programming something yourself? It really is remarkably good fun, and after a while you don't even notice that you're staying up 'til three in the morning on a weekday. (Stifled yawn.)



Well, Pablo – put on those boots and start jumping. And that goes for you lot too. Go on! Start jumping... Oh, honestly. Come on, put some blimmin' effort into it.

CONTROLS

Q – left, W – right, CAPS SHIFT – jump

ULTRA-208

Digital Reality

+3 UTILITY

The first of our utilities this month is – spook! – a +3 program which formats your disks to 208K. Erm, basically. Actually, it also uses a new track-skew method (nope, I don't know what it means either) which means your programs load and save faster. And! It's really easy to use. Load the program from tape (it's saved at normal speed). If you want to pop it on to a disk (and that's the sensible thing to do, really), wait for the title screen to come up, press BREAK and enter the following line...

```
9000 SAVE "ULTRA208" LINE 10: SAVE "ULTRAOBJ" CODE 40000,555
```

Then type RUN 9000, NEW and load it from disk. The program will give you a load of technical info, but the important bit is at the bottom. Pop in the disk you want to super-format, but remember that all the data on that disk will be erased. So watch out!

Anyway, pop in yer disk, press a key and *Ultra-208* will strut its stuff, displaying a sort of map of the disk as it works. You'll get a sequence of letters flashing up for each track – F means it's being formatted, V means it's being verified, and a full stop means the track is okay. If the disk has a hard error (heaven forbid) you'll get a flashing E, and that track will be unusable. (But you can use the rest of the disk no problem, so no worries there.) And that's it. Good old Chris Pile, eh? (Erm, perhaps I should have mentioned that Chris Pile is the programmer.) *(That would have been a jolly good idea. Ed)*

CONTROLS

Erm, any key on the keyboard to super-format a disk. You could even use your toe, if you felt like it.

DT+

Rumatisoft

PD+D UTILITY

The second of our utilities this month is – spook! – a +D utility that transfers unprotected BASIC and code tape files you've transferred to disk back to tape again. (Trust us, it's really useful.) First of all, you'll have to copy it to disk. Now, erm, (cough) there's a bit of a prob here. Y'see, we can't quite remember how the program is saved. (Bless us and save us, eh?) Well, let's boldly go into the unknown. Load *DT+* from tape. You'll either get a 'File not found' error, or else it will save to disk and run. If you get the error, simply enter RUN 100 to start the saving process. Oh, and if you haven't got a +D you'll get a completely different error, but then again you shouldn't be loading the program anyway, so yah boo sucks to you.

Phew. Once the prog is safely on disk, and up and running, you'll be asked for the source drive. Unless you've got two drives, this will always be number one. Now you'll be faced with a sort of mini-menu and a load of rubbish at the bottom of the screen. Don't worry about the rubbish – that's just the program cleverly hiding in screen memory. Now, the theory behind the program is that the Speccy is treated as one huge memory buffer. You can nip through the disk catalogue and keep loading stuff into the buffer until it's full. By pressing keys one to nine, you can select the particular files you want to save. And it's as simple as that. Uses? Well, Jonathan keeps all the Beaut Box programs on +D disk until they're needed, then transfers them to tape for the duplicators. *(And if you're not compiling covertapes for a national newsstand magazine? Ed)* If you've got a load of PD programs to send to a lucky friend, it's invaluable. And, let's face it, it's a whole lot easier than saving things manually. We would mention that *DT+* must not be used to infringe copyright laws, but that would probably insult your social consciences quite a lot.

Oops, almost forgot. If you want the programs to run from tape rather than disk, select the number of the BASIC loader and press T. This will change all occurences of 'd*' (the +D load format) to a double space. (Or vice versa, if you want to put the progs back on disk.) And that's it. (Strange feeling of déja-vù there.)(Ooo, and again.)

CONTROLS

Q – up, A – down, SPACE – select file, K – catalogue disk, R – rename file, T – change loading from disk to tape, one to nine – highlight selected files, S – save highlighted selected files in order (phew!), C – clear files from memory, E – exit *DT+*

NMI 2

Dynamite Dynastie

PD DEMO

Programmed by Mez, the man who likes The Raccoons above all other cartoons (and, for those of you who've seen *NMI 3*, who looks remarkably like Marcus Berkmann), *NMI 2* is another three-part demo featuring loads of wibble and some annoyingly stylish programming. Part One has an enormous, fluid vector line, Part Two more scrollies than three normal demos put together, and Part Three a ridiculously large number of colours. It's really splendid, highly show-offable stuff. Just a bit tricky to grab, that's all. *(Oh, hush. Ed)*



Yes, okay, it's the loading screen, but the programming's so clever that frozen screen grabs look awful. No, really.

Simulate "The Prisoner" with *NMI 2*!

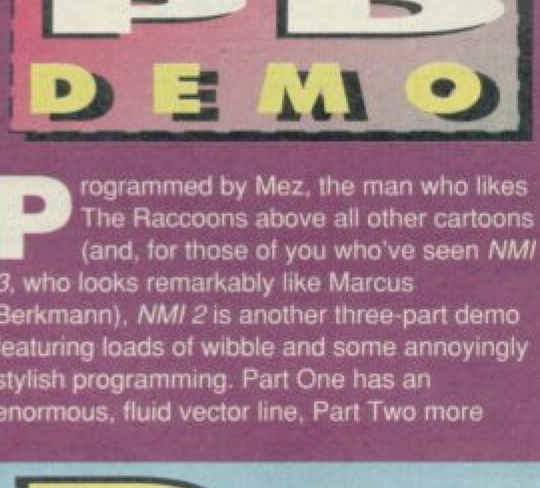
Cut out the badge just below and stick it to your jacket. Turn off the lights, load up the demo and press one until the vector line looks like a flickering alpha-wave pattern, sit in a chair in front of the TV and get a close friend to ask you why you resigned. Refuse to tell them, no matter how brainwashed you feel. It's just like being in the TV show! Or something.

CONTROLS

SPACE to move from part to part. One and two alter the vector graphic speed in Part One

POKERAMA

Jon's been very tricky to get hold of this month. Whenever we tried to ring him to find out exactly which games he's hacked we were told he was at work, or out clubbing, or engaged in industrial espionage for a major soft-drink manufacturer or something. We then got in touch with Madame Splonge, medium and spiritual guide to the landed gentry and persons of title. This turned out to be a waste of time because Jon was not dead. Eventually we pinned the names of all the games we sent him to the wall and threw darts at them. Here's the result...



After five days of searching and scratching, Jon had finally found the secret passage. Unfortunately, it caved in just as he stepped into it. Darn!

'Elusive' Northy's in-all-probability games this month are...

Pipemania – always qualify
Turbulence – infy lives
Super Monaco Grand Prix – no fatal crashes, always win
EFTPOTRM – infy credits
1943 – infy energy
The Convenant – immortality
Travels with Trashman – lots of cash
Terramex – infy lives
Turmoil – infy lives

TAPE TRUBBS

Do you suffer from tense, nervous headaches? Are your tapes refusing to load? Then try new Returno, the wonder pill from YS Pharmaceuticals. Just take two pleasant-tasting and amusingly purple Returnos with a glass of water before dinner, and your covertape will once again be free of loading errors. (Offer not valid in Woking. Users must pack their tapes into a padded bag, include a sae and send it to YS Beaut Box Covertape, March Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD to experience the full effect of Returno. May cause queasiness in people named Wellington. Returno should not be left in direct sunlight or thrown at vicars for comic effect.)

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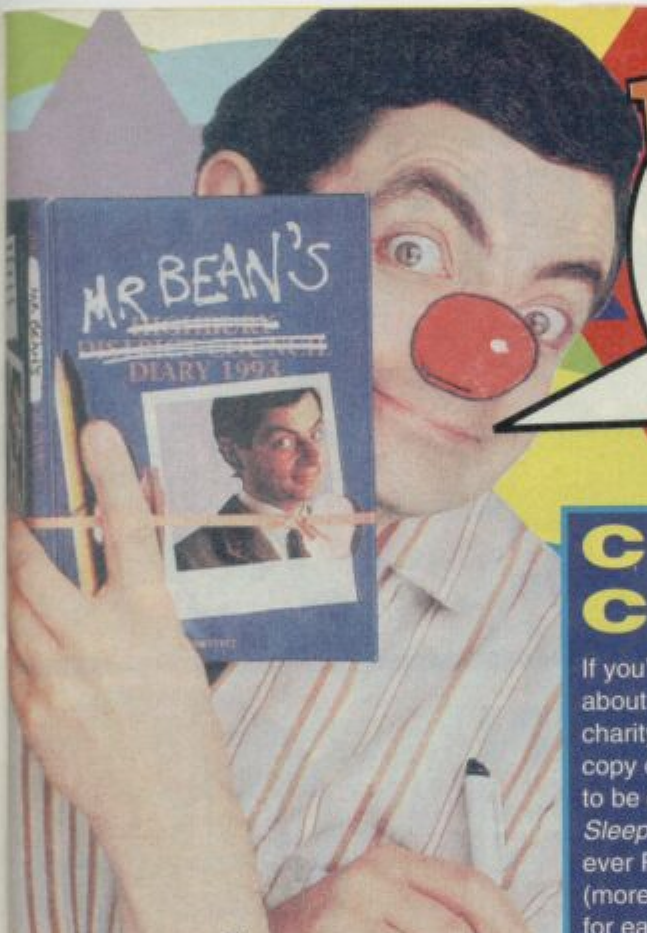
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CHARITY CORNER

If you've got a PC, Amiga or ST how about raising some money for charity? All you have to do is buy a copy of Ocean's *Sleepwalker*. (Not to be confused with, erm, Zeppelin's *Sleepwalker*.) The game is the first ever Red Nose game, with a fiver (more or less) going to Comic Relief for each game sold and comes with a sponsorship form so you can earn money by playing the game.

If you don't have one of the above machines, put on a red nose and settle down to your fave game for a while. Then give the amount you would have earnt if you were being sponsored to Comic Relief. (This is especially easy if all your friends are miserable skinflints.)



ALL THE FUN OF THE... IDEAL HOME EXHIBITION?!

What's going on here, eh? The Ideal Home Exhibition – fun? Sounds like two completely separate things, doesn't it? One conjures up visions of ladies from Penge in nice blouses oohing and ahhing over the latest kitchen accessories and the other makes you think "Wow, yeah, let's go!" But from the 25th to the 28th of March these two very different things will be united at Earls Court. Leave the Ideal Homes to the staid ones and take a saunter over to the Ideal Electronic Games.

We're promised top names, top games, competitions, events and experts! Details are rather hazy at the moment but Linda keeps telling us it'll be brilliant. Apparently there's a record-breakingLego tower being built, a reconstruction of a Canadian mining town where you can pan for gold and a show house village. What, all in the games bit? *(No, those are the bits I really want to see in the Ideal Homes bit. And I hear they've got some revolutionary kind of garlic press up their sleeves too. Ed)* Honestly! Anyway, if you fancy something really exciting then the whole caboodle costs seven pounds for adults and four pounds for children and senior citizens. And that includes the entrance fee to both parts of the Exhibition. Keep your ears tied back for more details.


The giants of Pom were stunned by the array of dwellings available for humans.

THE SHED CREW

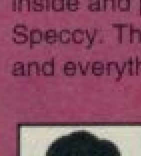
It might seem like a long way away, but summer has a knack of creeping up and catching you unawares – unfit and unready for all that hectic beach action. This year the Shed crew are determined to meet the summer at the peak of their physical and mental powers. Yeah yeah yeah!



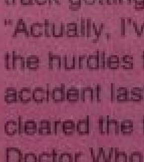
Linda Barker No doubt our healthy Ed is off down the local pool for a few lengths every morning. "Why should I do that? I don't swim when I go to the beach. I have a bit of a paddle, a swift skip and I pick up some shells. Then I settle down with a bag of corn chips, a bottle of wine and a good read. I've been practising for years, so I should be able to cope with the beach."



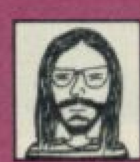
Jonathan Nash Jonathan's a tall kind of chap, no doubt he'll be in for a spot of cross-country running. "Pah! I hate the beach, I hate the seaside, I hate buckets and I hate spades. I'm getting into practice by staying inside and programming my Speccy. There's less pollution and everything."



Dave Golder Not many people know this, but Dave holds the Egham and Staines record for hurdles. He's been down the track getting all fit and fast. "Actually, I've had to give up on the hurdles for a bit. I had an accident last week. I'd just cleared the first one, when my Doctor Who scarf got caught between my foot and the hurdle. It didn't half blimmin' hurt so you can stop laughing."



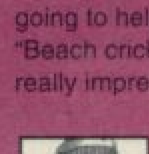
Steve Anderson Living on a farm has done Steve the world of good. It must be all that warm milk. "By the time summer comes around I'll be really muscley and brown from helping on the farm, all that cow-milking and fruit-picking really helps. You can even get a really good fake tan from the walnuts. You just rub the unripe kernels on your skin and hey presto, you look like you've spent the last ten years on a Caribbean island. The only thing is, it doesn't wash off or anything. Oh, and it starts to get rather smelly after you've had it on for a couple of months."



Tim Kemp Tim lives near all the best seaside resorts, which one is he getting ready for? "Cromer, definitely. It's got the nicest pubs, right on the seafront they are. I'm getting into practice by reacquainting myself with the place before the summer rush. I just nip down to the train station now and then and get on the rickety old train to Cromer. By the time summer gets here I'll know it inside out."



Craig Broadbent Craig's well-known in the Shed for his amazing ability to throw a scrunched-up piece of paper in an arc so that it goes through a whole series of reflex angles and lands directly in the bin. But how's that going to help him on the beach? "Beach cricket, of course! It really impresses the girls."



Simon Cooke Simon casually informed us that he once swam the English Channel. "I have to be very careful when I go to the beach. I wade in for a bit of a swim and I sort of get carried away. We went to Plymouth once and I swam to the Isle of Wight. My parents had been having a nap and didn't notice. However, they did remark on my larger-than-usual appetite when I returned."

HIGH SCORES



Ha-kyu-otaki-kyu! The famous thumb-up-in-the-air-good-points-of-the-game move as perfected by Master Lo in ninth-century China. Here we write all the good points of the game. Basically.



Gen-loa-suroto-da! The infamous thumb-down-in-the-air-bad-points-of-the-game move from the same venerable sage. Put 'em together and what have you got? Erm, the final verdict actually.

ANOTHER CHANCE

If you forgot to send off for your *ZIP* manual last month, don't despair. Here at YS we like to give everybody a second chance. The *ZIP 2.6* User's Guide enables you to get the most out of a very large, lovely and complicated program. (Issue 85, available from Back Issues on page 50!) To get your copy, simply fill in the form below and send it off with a cheque or postal order for four pounds made out to CGH Services tucked in for company.

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Please find enclosed a cheque/postal order for four pounds. Could you, in return for this dosh, send me a copy of the fabulous *ZIP 2.6* User's Guide. Thanks.

LOOKING FOR TROUBLE



Whilst waiting for Street Fighter 2 to load, Peter and Mary had a jolly spiffing time playing their own version of the game.

Speccy games, eh? They're great, but just what do you do while the blessed things are loading? Write a letter to your granny, tease your younger siblings, daydream, eat a Snickers bar? *(Snickers? Dashed Americanism! You mean a Marathon. Jonathan)* Anyway, wouldn't you rather be doing something a bit more exciting – like play your own version of *Street Fighter 2*? Simply follow the step-by-step instructions and you'll be ready and willing to do the killing when the game eventually loads.

Step One – Choose your character

Blanka – simply colour the visible bits of your body green and pull a very ugly face. An old Incredible Hulk outfit would be perfect for this disguise.

Honda – stuff loads of pillows up your jumper and puff out your cheeks.

Ryu and Ken – your pyjamas will do.

Dhalsim – a balaclava or a stocking should do the trick. Tie reams of string round your wrists and ankles and wear a pair of shorts over your baggiest pair of trousers.

Chun Li – just nick one of your sister's dolls. If there are no sisters or dolls available you might have to use a teddy bear.

Step Two – Fight

Using your character's special moves take on the rest of your mates in a battle to the, erm, kitchen. The winner gets to sit down in the comfy chair whilst the losers make sandwiches for him/her. Here are some moves...

Dragon Punch – imagine you're trying to make a hand shadow of a dragon against the wall. Bend and twist your fingers then punch someone on their palm. This'll hurt you more than it hurts them, so it's a good move if you're into showing off.

Hundred Hand Slap – come off it, nobody's got a hundred hands. Use two very quickly.

Electricity – you're meant to use electric eels for this, but ordinary earthworms work just as well. Just tickle your opponent's face with them. (Ugh!)

Sonic Boom – he used to be in Spacemen 3, but he's very shy so you probably won't be able to persuade him to come round and show you his move.

Spinning Clothesline – make your opponent stand on a chair by the clothesline. Then spin it so that the person on the chair has to duck.

CHARTS

1.	*Rainbow Islands*	Hit Squad
2.	*Crystal Kingdom Dizzy*	CodeMasters
3.	*Spellbound Dizzy*	CodeMasters
4.	*Bubble Bobble*	Hit Squad
5.	*Street Fighter 2*	US Gold
6.	*Dizzy Down The Rapids*	CodeMasters
7.	*Trivial Pursuit*	Hit Squad
8.	*Dizzy Prince Of The Yolkfolk*	CodeMasters
9.	*Robocop*	Hit Squad
10.	*Chase HQ*	Hit Squad
11.	*Batman The Movie*	Hit Squad
12.	*First Division Manager*	CodeMasters
13.	*Dragon Ninja*	Hit Squad
14.	*Italia '90*	Tronix
15.	*Ghostbusters 2*	Hit Squad
16.	*Graeme Souness Soccer M'ger*	Zeppelin
17.	*Fun School 2, over 8*	Hit Squad
18.	*Super Off Road Racer*	Tronix
19.	*Dizzy Collection*	CodeMasters
20.	*Fun School 2, 6 – 8*	Hit Squad

PENGUIN > CHARTS < COMPILED BY GALLUP · PUBLISHED BY ELSPA

TOP TEN

Linda went to Hull about a month ago and she came back full of stories about all the ridiculous shop names she'd seen. There was Sociable Disposables, purveyors of cheap toilet paper and the like; Ava Browse, the second-hand shop and one with some strange name that was actually a travel agent and hairdesser combined. Leigh Loveday's gone one better though and sent us his top ten worst shop names in South Wales. Take it away, Leigh...

Shoepurmarket	**Cardiff**
The Hairport	**Neath**
The Fish Plaice	**Port Talbot**
Mrs Igglesthwaite's Traditional Fish & Chips	**Swansea**
The Shop	**Swansea**
Pizza 'R' Us/ Fruit 'R' Us	**Port Talbot**
Herr Kutts	**Swansea**
Snappy Snaps	**Swansea**
Wing Wah Fish Bar	**Port Talbot**
The Buy And Sell Shop	**Swansea**

Thanks for that, Leigh. And cheers for the Erasure tape too, the crew are strutting along to it as I write. Especially Bert. Send your Top Tens to, erm, Top Ten, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

ON YER BIKE!

Did you know! Michael Jackson once went to an All Formats fair. Michael, from Bolton, enjoyed it immensely.

Just a quick snippet of news here, courtesy of Richard Swann. The next All Formats Fair is being held on February the 14th at the Birmingham National Motorcycle Museum. Said museum is just off Junction 6 on the M42, and conveniently close to Birmingham International train station. Apparently there'll be loads of bargains and goodies, including ZAT. So if that tickles your fancy, why not pop along on the day and hand over your four quid? It's easy when you know how!



Donald hated going to the supermarket with his mum. She always managed to lose him by the wet fish stand. He was convinced that she did it on purpose to help him overcome his aversion to mussels.

ROCK AROUND THE CLOCK

NOV 1990

Issue 59

The cover for this 'un provoked the largest number of Trainspotters ever: the bloke's sword is the wrong shape for the sheath. Coo, eh? At this point YS had ten other mags keeping it company, now it's got twenty-four. Woof! This ish Megapreviewed *Strider 2*, rounded up all the driving games it could think of, went to T'zer's wedding and introduced the YS "It's Crap" T-shirt. The rather good *Empire* was on the tape, and there were reviews of all the latest release including *IISSORR* (guess), *Rick Dangerous 2*, and *Subbuteo*. Brimming with brillness!



I'll show you, you lily-livered lather lover!

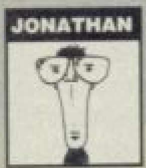
T-ZERS

✪ Now and then a Speccy game comes along which people just wouldn't have thought possible, but isn't yet 'official' and so has to be kept under wraps. Gnash! Such a game is... erm, Thingy, the new release from aarghh... Thingysoft. (This is ridiculous.) Look, it's a conversion, right? Of a game that's been on every other format under the sun, right? It's being worked on right now by a programmer who defected but changed his mind. As soon as the copyright holders have been officially shown (oh dear) Thingy, and have given the official go-ahead, we'll have the full and exclusive details here in YS, starting with the name and working our way up from there.

✪ (Ring ring.) Oh, it's the T'zers European Connection. Mez? Dynamite Dynastie? *NMI 4*? A game? Technically stunning? Nuff said...

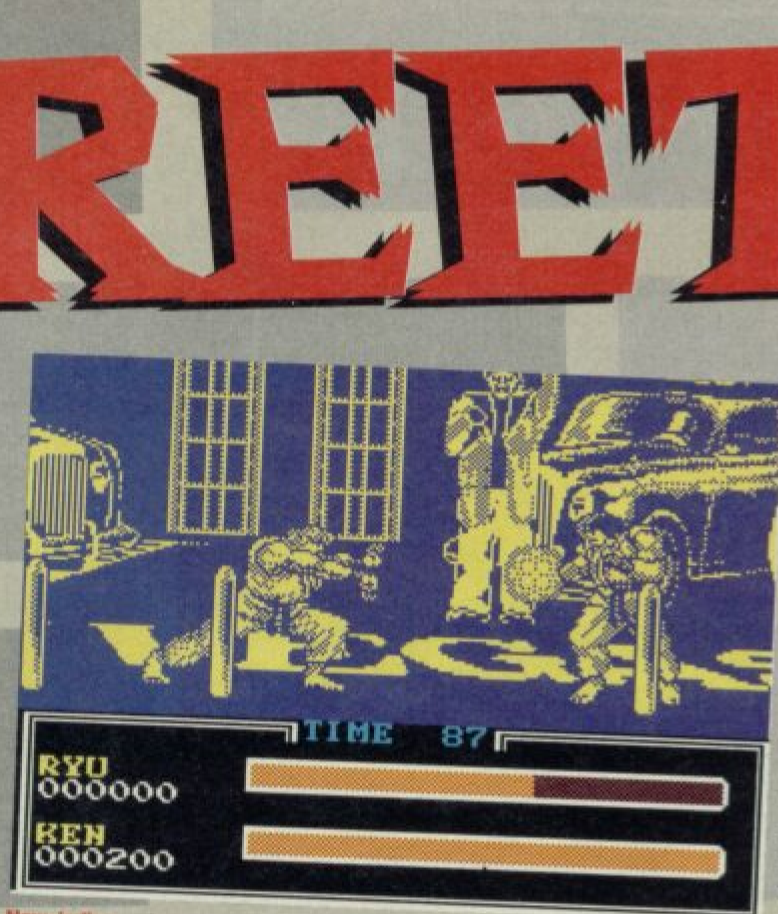
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Want to know how much Blanka weighs? Or what Chun Li's blood type is? Then *Street Fighter 2* is the game for you. The manual is full of this kind of stuff. Why? Nobody knows. It plays no part in the game itself, and not even the most ardent *Street Fighter* fans could think the characters are, well, real. *(Oh no! Thousands of* Street Fighter *fans.)* Oh, what a faux pas!

For the benefit of folk who've managed to steer clear of the consoles, the saturation advertising and every playground in the world for the last six months, *Street Fighter 2* is a beat-'em-up. But that's not all! (Thinks.) Oh, yes it is. (Cough.) *(I remember that joke! Coo, takes me back a bit. Ed)* It can be played two ways – either you're a single character out to beat up all the others in turn, or you take on a friend head-to-head. Whichever game you play, you'll have to master a complicated control method which involves pressing buttons and moving joysticks in strange ways. At least it's a little different, eh? Oh, please yourselves.



Now, ladies and gentlemen, what am I bid for this lovely family motor? Oh, be off with you, young shavers. Tch! I don't know. Young people today, eh? Back in my time we'd never have conjured a fireball without the vicar's permission.

Loading the program is a nightmare. It suffers from the worst ever Speccy multiload (yes folks, this 128K only game is a multiload... but it doesn't come on +3 disk). After loading the first bit, choosing a one- or two-player game, selecting your characters and the country they fight in, setting the difficulty level and defining the keys, you're presented with the message 'Start the tape'. No block names come up and there's no indication of which chunk of code the Speccy's looking for. So you have to let the tape run through the entire first side to pick up on the anonymous blocks the program wants. (Hope the two fighters you picked are near the beginning, because *Street Fighter 2* comes on a C60 tape.) And, after the fighters have loaded, you have to turn over and load the background graphics (though to be fair, you can turn these off from the main menu). And, yup, you have to run through the lot with no idea of the section the Speccy is looking for.

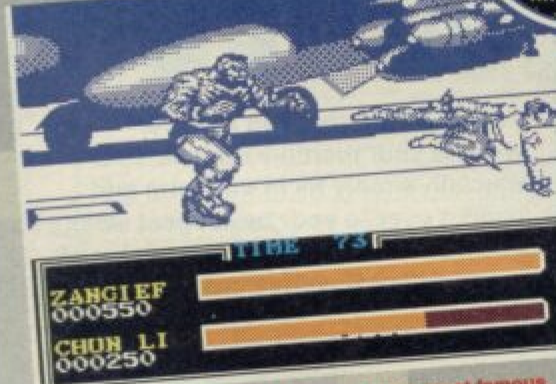


Then! When you've finished your fight (which doesn't take that long) you have to rewind to the beginning of the first side (this is no joke, folks) and reload the entire thing to select your next opponent. Truly, a game where you spend more time loading than playing. Five words spring to mind: stupid, stupid, stupid, stupid and STUPID. I had to snap various levels on to my +D just to save enough time to play the game. Ooo, I'm annoyed. *(Better move on to the good points then. Ed)*

Once the game has loaded (AARGHH!) and an obliging relative has woken you up, you can get on with the serious business of hitting somebody rather a lot. As we said in the preview a couple of issues ago, the graphics are very big (like *Final Fight*'s) and very fast (not like *Final Fight*'s at all then). The level of detail is, to be jolly honest, stunning. Rarely



'Eye arrer, eye arrer, eye arrer, eye arrer, eye arrer and showed her the way. Ooooh – eye arrer, eye arrer, eye arrer, eye arrer, eye arrer and showed her the way.'



Griselda and Armington-Ainsley were the most famous detectives of... no, I'm sorry, but just what is that woman supposed to be doing? It's just plain silly.



The good, the bad and the ugly

Street Fighter 2 is crammed with good points, bad points and, erm, ugly points. *(Congratulations! I take great pleasure in awarding you the trophy for Most Tenuously-Linked Headline On Page Twelve. Ed)* It's as if



two sets of programmers were employed – one lot, studious and talented, intent on coding the best conversion possible, and another group who, basically, are crap. Let's take a trip through the game to demonstrate.

Stuart Fighter 2

Street Fighter 2 has stopped the largest number of passers-by since *Invaders*. Mostly the gawpers have been people amazed US Gold could fit the game on to the Speccy, but a few have taken up the challenge of actually playing the blessed thing and comparing it to the umpteen other versions around. Stuart Campbell and his haircut are just such a truly inimitable pair...



Okay, so Jonathan's pretty well covered Speccy *SF2* as a game, but how does it measure up to the other format versions? Um... oh dear. The graphics are actually very close to the original (except colour-wise, obviously), but in all honesty the gameplay (which ought to be perfectly feasibly convertible) just doesn't cut the mustard. The Speccy is positively awash with keys, which ought to make recreating the coin-op's six-button control an absolute doddle, but the one-fire-button system used here doesn't work nearly as well as even the Amiga version, and the SNES leaves them both behind. Combined with the icky key responses, Speccy *SF2* is more of a 'hit the controls at random and hope for the best' affair than ever.

IGHTER 2

A useful guide to *Street Fighter 2* phrases

Although the Speccy version lacks the speech samples of the console programs, the manual handily prints all the things the fighters shout at each other. YS presents a short phrasebook that will gain you instant credibility wherever two console owners are gathered, as you interrupt their chatter by translating that enigmatic fightin' talk.

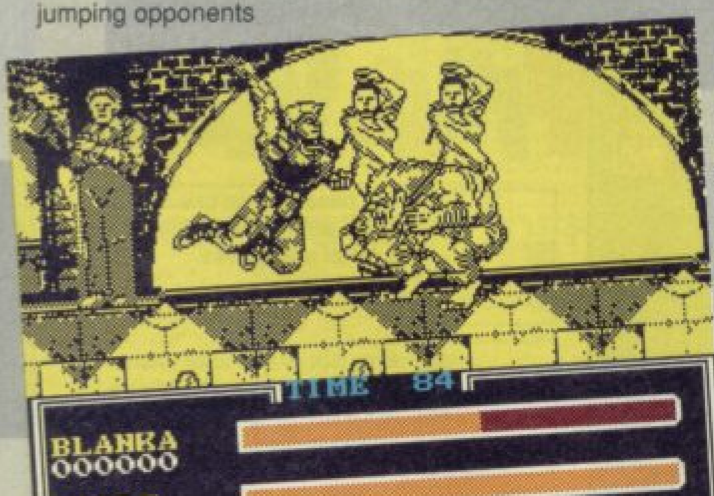
Phrase	Meaning
Ha do ken	Hello, Ken
Tatsu maki sen pu kyaku	I would like to purchase that oversized hamster. Do you accept credit cards? Please post my hamster in a tube to circumvent inconvenient quarantine laws.
Sho ryu ken	Are you sure you're Ken?
Yoga nugie	Yoda would like some nougat. (Baby talk.)
Shadoloo	Follow that gentleman's convenience.

(That's enough Street Fighter 2 *phrases. Ed)*



has a late-period Speccy game looked so good. And the artists haven't shirked on the backgrounds either – they're also packed with excitingly grouped pixels. The sound is okayish – some white noise thumps and crunches – but nothing special. Still, eh? *(Well put. Ed)*

As mentioned above, control is a mixture of button pushing and odd joystick movements. Apart from the obvious punching, jumping and kicking, each fighter has a load of secret moves. The trick is, you have to work out exactly what to push and pull in order to access them. Some are fairly straightforward – to make Ken punch up and knock out any jumping opponents you pull him down into a crouch, then hit jump and fire simultaneously – but the majority will only be found by twiddling everything in sight. (Have those notepads ready, folks.) In addition, the fighters have special attacks, like piledrivers, fireballs and so on. Luckily, the manual tells you how to do these. Phew, eh? Playing against a Speccy opponent, I very quickly got bored, gameplay being reduced to the oh-so-usual hit the buttons at random nonsense. However, with two players it's a whole different kettle of lemons.



You're probably wondering why I called you all here today. The murderer of Captain Sloop is in this room. Yes, it was a baffling mystery. But the killer made one small mistake. He foolishly wore a particularly nasty pair of trousers. I fear, Mr Overalls, your lack of fashion sense gave you away.

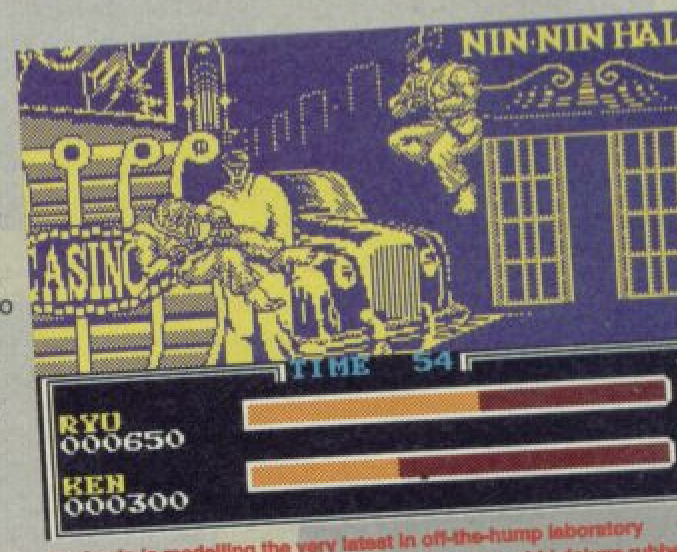
It's a knockout!

Sample two-player *Street Fighter 2* game: 'Ha!' 'Aarghh!' 'Oh, come *on!*' 'You rat!' 'I felt that!' 'You complete rat!' 'Bite yer head!' 'Rats!' 'Didn't see that one coming, did you?' 'I hate you.' 'Another go?' You get the idea.

Because of the sheer variety of moves each player can make, a bit of strategy creeps in to the game in the form of deciding who's the best character to beat your opponent's champion. You find yourself trying all sorts of unlikely joystick combinations to try to unearth those secret moves. (There's nothing quite like unleashing a move that your opponent doesn't even know exists, heh heh heh.) It is, to put in non-YS, sensible language, incredibly good fun. Or, to put it in YS-y lingo, it's a stonking corker with marvy graphics and the elusive cherry of playability perched on top.

Even the atmosphere of corporate facelessness doesn't spoil the game. *(Eh? Ed)* Let me explain. *(Oh good. Ed)* The manual is quite smart, detailing most of the moves the characters can perform in a friendly and readable style. Then! When you load the game (AARGHH!) you get a message saying 'Due to machine limitations, this version may differ from examples in the manual.' So, erm, what you're saying then, US Gold, is that unspecified portions of the the manual are, erm again, useless. Or in other words, the profit margin wasn't enough to print a bit of paper saying 'So-and-so moves aren't available on the Speccy version' rather than leaving you to work out whether the move is really missing, or whether you're just not trying to access it properly. Well, thanks a bunch. *(Steady on, Jonathan. Ed)*

But enough of this scampish sarcasm. It's summary time!



Benjamin is modelling the very latest in off-the-hump laboratory assistant's gowns, and is sporting one of our 'Aarghh' deluxe rubber fright masks. He is posing against part of a pirate ship and can whistle the theme from Bonanza. The jumping men are a ruse.



(Sound of small fanfare on plastic trumpets.) From the top – the one-player mode is very boring. Without another human player, the game is just another fight number. But! Grab that close friend and give 'em a joystick (using keys is far easier) and I think everyone will agree that *Street Fighter 2* is highly playable and immense fun. What a tragedy then that it's been seriously injured (nay, practically crippled) by a horrible, asinine multiload system.

As with all beat-'em-ups it's a one-note game, but the diversity of moves and characters ensures it will last a good deal longer than most. (If your tape recorder can stand it.) Now if you'll excuse me, I'm off to challenge Linda. She doesn't know about Zangief's spinning piledriver, and I'll feign innocence until (ar-har) she's in me power! (Twiddles imaginary moustache.) *(Not so fast, you dastardly villain! You forgot that I have to check the page before it goes to the printers. Ed)* Curses! Foiled again.

FINAL VERDICT

Staggering graphics and speed and a huge range of moves. It's one of the best two-player games on the good ol' Speccy.

Dull one-player mode, and an absolutely appalling multiload system.

Twenty minutes of loading for five minutes of play? The unforgivably poor loader has basically ruined a Megagame.

62%

Bully's SPORTING DARTS

Alternative/£3.99
☎ 0977 797777

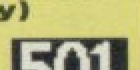


Here at YS, we take our small mercies where we find 'em. For example, in *Bully's Sporting Darts*, the game that features 'Bully, the comical bull from the hit TV series Bullseye' there's no sign whatever of Jim Bowen. So straight into our Small Mercies file it goes. But enough of this trumpery moonshine, as some hair with Fergus McNeill beneath it once said. *(That Fergus, eh? Ed)*



It's Linda to serve. It's an ace! No, Jonathan's dived across and returned it at the last possible moment. Linda fumbles the return. Jonathan has won! *(You wish. Ed)*

It's not just darts, y'know! (Well, sort of, anyway)



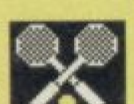
501
Yer basic darts game.



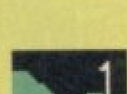
Round the clock
Go round the board in sequence, finishing with the bull. Ho hum.



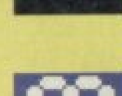
Football
Knock the pill towards the net by hitting the highlighted number, while your opponent tries to do the same. Keep on doing it until the time runs out. Ho hum again.



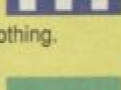
Tennis
You have to hit a double (for the server) or a treble (your opponent) to bash the 'ball' back and forth. Whoever misses drops the point (as in real tennis). You can even double-fault. Not ho hum at all.



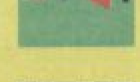
Golf
You have to hit the first eighteen numbers three times each – hit the treble to get a hole in one. Ye-e-es.



Cricket
Now things get tricky. Batters have to score above forty to register a run, while bowlers have to hit the bull twice to capture a wicket. For added realism you could stand around for half the day doing nothing.



Snooker
Numbers one to fifteen are the reds, sixteen to twenty are the colours. Who thinks these up, anyway?



Chess
No, only joking.

Bully is another pub darts game game *(Or even pub darts darts game. Ed)* in the mould of *180* or the suspiciously-similar-to-*180 Wacky Darts*. You play a spooky floating hand that seems to be under the influence as it wavers all over the place, and by judicious use of those rubbery things on the keyboard, you have to guide it so a dart is neatly placed in the appropriate spot.

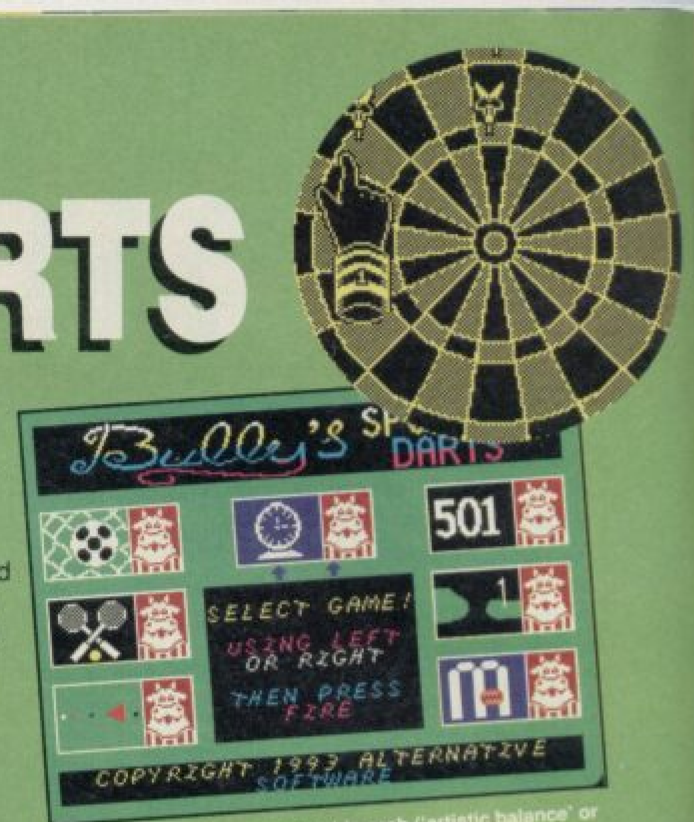
Cabbage crates over the briny



There are a rather large number of options in *Bully*. Aside from the usual five-hundred-and-one game, you can play five other dartish pieces. Glance at the box for the full list. Done that? Good. You can either play against the Speccy (on one of nine skill levels) or else invite a bunch of pals around and have loads of fun in an exciting variety of ways, such as playing one-on-one (not basketball), or forming opposing teams (still not basketball).

Now this has always struck me as a somewhat distant possibility. Picture the scene. A disaffected group of young peeps, wondering just how to spend those long hours of the evening. Suddenly! Timkins snaps his fingers. 'Why don't we all go back to my place and have a game of computer darts?' Nope, it's about as likely as the gang playing computer Trivial Pursuit. *(But... Ed)* Hang on, it was meant to be sarcastic. *(Oh. Ed)*

But anyway. Grabbing a single dart-inclined friend shouldn't be too difficult. *(That's strange. All of a sudden I really feel like a game of darts. Ed)* A-ha! Here comes one now. (Pause while the YS editorial folk play a selection of darty games.) Well, that was an experience. Linda forgot her glasses, so we had to share mine. *(Squint city! Ed)* Pah. Anyway, the general consensus is that we had a pretty good time – unlike the other darts numbers,



Well, Andy's insisted we use this grab ('artistic balance' or something) so, erm, let's say something about Bully. (Long pause.) Bully, eh? (Another long pause.) He's crap, isn't he?

when you play the special games*Bully* clears away the extraneous bits of the board to make everything much clearer. There's also a really horrible timer that counts down relentlessly as you struggle to aim at the treble twenty – when it reaches zero, the dart lets fly anyway. Snarl! Fave spesh game? *Tennis*, without a doubt. Worst one? Has to be *Cricket* – it's so blinking tricky to score. (We're both crap at darts, y'see.) The others, it has to be said, are much of a muchness – the novelty wears off really quickly.



The end bit. Basically

Qm slofy nim bim ergle. *(Have your glasses back. Ed)* Oh yes. *Bully* is a fair darts game, which stands up well to the best of the rest – the venerable *180*. On the debit side, all but one of the extra games are pretty boring – only *Tennis* has that urgency to it as you make impossible returns and miss really easy shots. *(Speak for yourself. Ed)* Oh, and there's no mention at all of Bully himself, apart from a teeny mug-shot gracing the top-right of the screen. What a shame. (Thinks) No hang on, that's got to be worth another ten per cent at least.

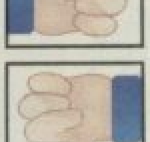


Linda having given up in disgust *(Ho ho ho. Ed)* our hero takes on the Speccy. Three skull-shaped darts later and he gets a bit scared and has to lie down for a bit.

FINAL VERDICT



We haven't seen one of these for ages, and it's really well done. Lots of sub-games.



Erm, but only one of them's really any good. And after a while the whole thing gets very boring indeed.

Darts, eh?

54%

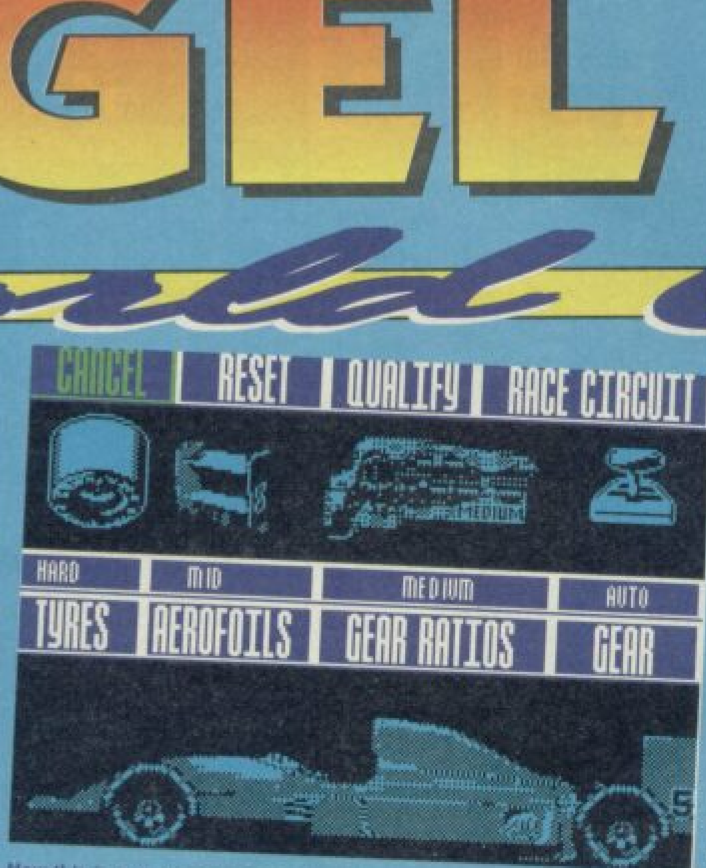
NIGEL MA
World Cha

Gremlin/£TBA disk and cassette
☎ 0742 753423


LINDA

I've just got a car from my brother. She's a beautiful twenty-one-year old orange Beetle called Gigi, so I can sing songs from the film to her. The only thing is, I can't actually drive yet so I thought that *Nigel Mansell's World Championship* would give me a push in the right direction before the driving lessons proper start. I sat down ready to take the wheel and find out how it's really done, oblivious to Andy O's observation that "real driving's a bit more difficult than sitting down in front of a computer." Pah! If I want to learn how to drive, who better to teach me the basics than Nigel Mansell? The problem was that Nigel Mansell doesn't really deal with basics. Ho hummmity hum!

Although Nigel Mansell (the man) has taken part in one hundred and seventy-six Grand Prix, you only have to deal with the one. There are sixteen different tracks in sixteen countries so you've got the weather element to cope with too, as well as the other eleven drivers. As with most other driving games you've got options such as souping-up your car a bit and choosing your driver and nationality. Then, of course, there are all the different gaming options. Do you want to play the whole Grand Prix, or just a lap? Or maybe you fancy a spot of training with our Nige? What a choice!



Now this is a very smart screen that deserves a sensible caption.: Nigel Lawson used to

One of our Nigels is missing

I was remarkably sensible and opted for the training session. At no point did Nigel Mansell appear and give me instructions. He didn't even pop up on screen when I drove my new car off the road. Call that instructive? Pah! I was quite disappointed, I can tell you. All I did was drive around the circuit on my own for hours getting better and better. *(So it was a help then? Jonathan)* Well, yes but it wasn't quite what I expected.

However, I did enjoy racing round the track. It's a cockpit-view racer and you can get a good look at your hands on the wheel. So, as you turn left you can see the wheel turning which helps when you start worrying about what direction you're going in. *(Linda, are you sure you want to learn how to drive? Andy O)* The graphics are nice and simple, a bit like the game itself. There's nothing amazingly special here, the main races are naturally more entertaining than the training sessions due to the presence of (da-da-da-daaa!) other cars. Hurrah!



Lightning Linda was a lonestar girl. With just her Jane Austen books for company she travelled the highway singing Lee Hazlewood songs when the mood took her.



Baby you can drive my car. Yes I'm gonna be a star!

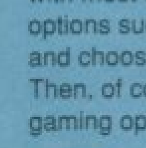
Before you can really start racing, you have to qualify. The first couple of times I tried to do this, I found myself a full two laps behind some of the other drivers cos I couldn't work out how to start. *(That's because you've got no idea about driving, In fact, you're a bit stupid when it comes to cars. Honestly, the way you were racing round – you spent most of your time on the grassy verges. Andy O)* And it wasn't cos I'm stupid, as Stuart Campbell had the same problem, so there. Actually, he didn't get started at all whereas I managed to qualify, despite my initial, erm, 'disadvantage'. (The trick is to press forward and fire together before accelerating.)

If you're really keen on winning then you might want to take a peek at the control section. Here's where you can soup up your car by fiddling with the tyres and the aerofoils. Such fiddlings can prove very useful if you've got to





Question: Driving school, eh? I wonder if Nigel teaches that.? Answer: No he blimmin' doesn't.



The toppermost of the poppermost

According to Gremlin's press release, Nigel Mansell is, and I quote "one of the most well-known and popular personalities Britain has produced in years." He possesses "a level of courage and skill hard to comprehend." But surely Nige isn't the most popular person iBritish exports. A quick Shed poll, which involved asking all visitors what they thought, revealed the following Top Ten people.

- Stan Laurel
- Charlie Chaplin
- Cary Grant (born Archibald Leach)
- Cliff Richard
- Alfred Hitchcock
- Leo Sayer
- The Beatles
- Michael Caine
- David Bowie
- Elizabeth Taylor

(* Nobody even so much as mentioned that Nigel Mansell chap!)

ANSELL'S

mpionship

Meet Nigel Mansell!



Well, pretend to your friends that you've met Nigel Mansell. Cast your mind back a whole month to the *Nigel Mansell* preview. Remember that picture of Nigel? Well hold your breath cos it wasn't really Nigel Mansell. Spook! Y'see, we got the Total! bods to bosh up that pic *(No! Thousands of flabbergasted YS readers)* and you can do the very same. Simply take a photograph of you and any older male. Draw a moustache and eyebrows on to the older male. It's even more authentic if you can stick a crash helmet on too. The finished picture will be sure to fool all your friends.

deal with inclement or unusual weather.

Each circuit comes complete with a weather report along the lines of 'overcome the effects of thin air. The reduction of air pressure means less drag... the oxygen means that the engines produce less power.' If you're up on your racing cars no doubt you'll read such a description and immediately think, "Ooh, I'd better take a look at those tyres. Hmmm. And the aerofoil could be tilted slightly more ..." Unfortunately, such subtle points are a bit lost on me. But no matter, I can still see that they're a good thing!

Slipping and sliding

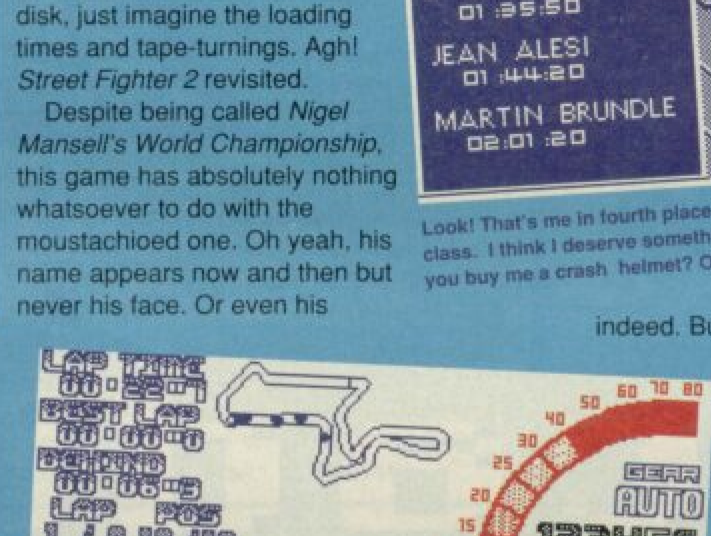
And now we come to the part of the programme where you get told about the not-so-good things. We were given *Nigel Mansell's World Championship* on disk and it took a helluva lot of turning over and waiting in between the game bits. Jonathan and I shuddered *(Shuddered, we did. Jonathan)* when we thought of the tape version. If this is what you have to do with the disk, just imagine the loading times and tape-turnings. Agh! *Street Fighter 2* revisited.

Despite being called *Nigel Mansell's World Championship*, this game has absolutely nothing whatsoever to do with the moustachioed one. Oh yeah, his name appears now and then but never his face. Or even his moustache. I mean, it's not as if we're asking Gremlin to do the impossible. I would have been satisfied with just Nigel's grinning visage on the loading screen. After all, Bob Monkhouse appeared in digitised form in *Bob's Full House*, as did Bob Holness in *Blockbusters*. Hang on, maybe it only works with people called Bob. *(No, Huxley Pig did it too, and Max Headroom. Jonathan)* They're not exactly people though, are they? No, Nige has definitely fallen foul of the Curse of the Not-Bobs.

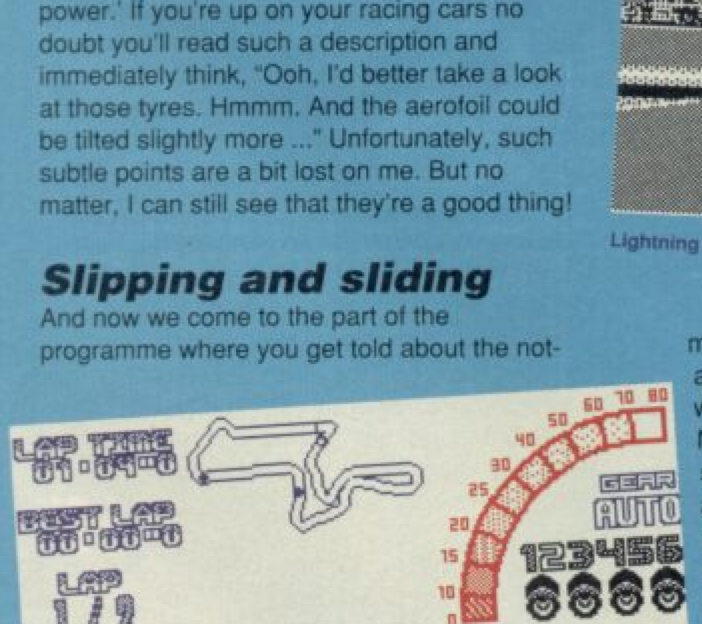
Sorry about that little tirade, but I was kinda banking on Nigel making an appearance so it was all very disappointing indeed. But I shouldn't be too harsh cos overall the game is actually very good. Well, it is if sitting glued to a screen for hours following a track is your idea of fun. Me? I could do it for ages – even if I don't get to meet Nige at the end! Y'know, I could really wow the driving instructor when I go for my first lesson. What I really need to do is a bit of real driving... Ahh, I know! Oi, Andy! You know your bike? Well, how about letting me have a little go on it, just to get used to the roads, like? *(Not blummin' likely, I've watched you on that computer. You're dangerous and I'm not letting you anywhere near my beloved crap bike. Andy O)*



Look! That's me in fourth place. I told you I was near the top in my ballet class. I think I deserve something for being so good at ballet. Mum, will you buy me a crash helmet? Oh, go on!



Lightning Linda shoved up behind the others, whistling nonchalantly.



Little did the two smarmy twits in front know that Lightning Linda was creeping up behind them with all the stealth and speed of a very stealthy and very speedy panther.

FINAL VERDICT

There's loads to do before you start racing, oodles of drivers to race against and plenty of tracks to race along. What's more – it's fun. Yeah!

There's no Nigel and I strongly suspect that it would be a very frustrating and time-consuming game to load in tape form.

Little wrong with it, but nothing that makes you think this is something to be treasured for ever. Good clean competent fun.

80%

REVIEWS

REVIEWS

MINDTRAP

Virgin Mastertronic/£3.99
☎ 081 960 2255

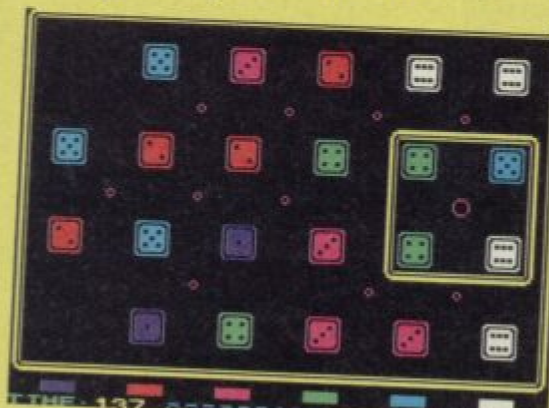


My prowess with puzzle games is legendary. The number of swaggering letters that arrived after *Mental Block* appeared on the covertape, claiming that the game was so easy even a badger could complete it was, oooh, quite large indeed. But I defy anyone to shout me down on *Mindtrap*. It's blimmin' tricky.



The first thing is, it's got nine hundred and ninety-nine thousand, nine hundred and ninety-nine levels. *(Oh, go on! Ed)* No, it's true. It really has. *(Blimey, eh? Ed)* The second is, although the idea is to rearrange mixed-up dice so they're in nice neat coloured rows, you can only manipulate 'frames' of four dice at a time. This means that, inevitably, you twiddle the vital cube off into the ether before you realise what's going on, then spend the next twenty minutes mucking everything up to get the blessed die back again. What fun.

Actually, it is quite good fun, but incredibly frustrating. The time limit is very generous, but the different levels have a habit of restricting your moment with loads of invisible walls. Bah. Also, the gameplay's very limited – just move the cubes. No extra features are added until Level Thirty, when another layer of dice pops up.



Scientists at NASA are engaged upon a fifteen-year project to contact intelligent life in space. Who can predict what they'll find? Not us. So here are some dice.



7BPGYR9BX19JC1YXGU79UH7B7URRYEH. Hardly trips off the tongue, eh? It's actually a *Mindtrap* password. But only if you use the name DRJ. Good grief.

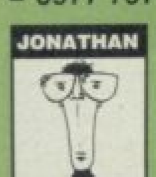


The main problem with *Mindtrap* is that you're often more likely to succeed by swapping dice madly and randomly than if you sit down and think the level out. And that can't be a good thing, unless you really enjoy moving things madly and at random. 'Can you escape the mindtrap?' asks the blurb. The answer is, regrettably, who cares? Not me, that's for sure. It's back to Level Five of *Logo* and yah boo sucks to the rest of you. *(How terribly ill-mannered. Ed)*

56%

Classic Arcadia 2

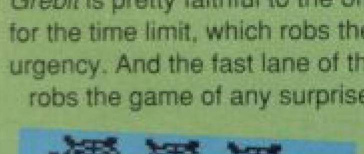
Alternative/£3.99 cassette
☎ 0977 797777



If you're nearly dead, you'll probably know these games in their original incarnations. Ah, happy days. (Sniff.) And now Alternative have brought the games back in Speccy incarnations. What a marvellous idea. Or is it? (Clue: no.)

Grebit

Grebit (surely it should be *Ribbit*?) involves jumping your frog across a busy road, then over a lazy river via logs and obliging turtles in to one of five hidey-holes. Apart from the tragic lapse in the plot (a frog that can't swim?), *Grebit* is pretty faithful to the original. Except for the time limit, which robs the game of its urgency. And the fast lane of the road, which robs the game of any surprise. Erm, and the diving turtles, which etc etc. In fact, *Grebit* is rubbish. The only thing of note is that the traffic has been stolen from *Spy Hunter*. Spook, eh?



That, my friends, is not a frog. Hamster maybe, but not a frog.

15%

Missile

Or *Aftermath*, as the program itself claims. With your devastating nuclear, erm, cursor, you have to protect a cluster of six cities from a sneak missile attack. Well, so much for the plot.



There's hardly enough space for even a single gag. (Damnation.)



Sadly, *Aftermath* limits itself to just two types of enemy missile, thus losing the relentless pressure of the arcade game, which kept piling on new stuff as quick as you like. As a result, *Aftermath* is fun to start with but falls apart very quickly. A bit like my ambitious Lego TARDIS, as I recall.

48%

*Crazy Er*Bert*

Trapped on a pyramid of blocks, you have to change them all to a certain colour by jumping on top of them. But watch out for the bouncing balls and snakes and things! *(He could've been a blurb writer, him. Ed)*



Sort of reminiscent of the '70s disco scene, eh? *(A-ha! Ed)* Oops.



Such is *Er*Bert*, which is nothing to do with the famous stick insect of a similar name.

First impressions are good: everything moves smoothly and the frenetic gameplay is a lot of fun. Later on you have to jump on the blocks more than once, and on about Level Five a swine of a baddy pops up who insists on repainting all the blocks he touches. In short, a smart conversion that keeps your interest by adding different hazards the further you get. However! When that novelty value wears off, I think you'll be returning to *Rebelstar*.

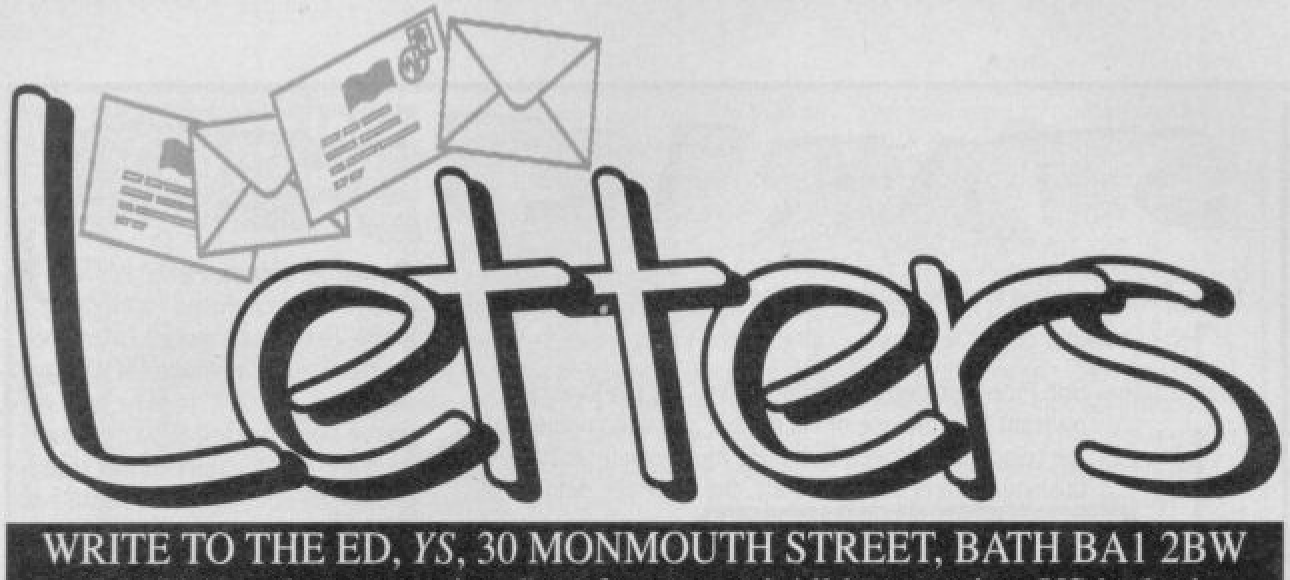
62%

Right. *Grebit* is crap. *Missile/Aftermath* starts well but collapses in ruins, and *Er*Bert* is a good conversion of an odd game that has little lasting appeal. Overall, the comp's not really worth it unless you're into tripping down memory lane.

40%



Letters





WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

Cette mois, Lettres sont en Français. Pourquoi? Parce que j'ai visité la belle cite des culture et Gauloises. *(Linda, stop showing off. We all know that you went to Paris this month, you don't have to keep going on in French. Jonathan)* Spoilsport, I was only trying to relive the joyfulness of my Parisian spree. I'll just get on with letters, shall I?

SAM STUFF

In a few issues including the last one I bought (issue 84) I have seen an advert for a 512K SAM+disk drive+*SAMtape 4M* for £200 in the classified ads section. I think that this is quite a good price. I've never had much luck with computers, mainly because I've always bought them second-hand, but I really like the games that are currently available for the Spectrum.

I would really like to buy this SAM but my mum is sceptical about the ad because she thinks it isn't reliable. Please do you think you could reply to me to show my mum that the advert is reliable. I don't mind if you don't print this letter but please reply to me because I think it's the only way that I can prove that the advert is reliable and get a decent Christmas present.

Mark Franklin
Saul, Gloucestershire

(Over to Jonathan for this one, methinks. Ed) *Hello! Jonathan here. Yes! Yes! Buy that Coupé! In fact, buy several! Persuade all your friends to buy several as well! It's the best 8-bit computer in the universe, and it can run Speccy games as well! But enough of this ribaldry. The advert you're referring to is (quickly scans through back issue) the Lerm one. Well, my old peanut shell, Lerm has been going for, ooh, about so long, and yup, they're as reliable as well, me, basically.* (But is that necessarily a good thing? Quipsome Ed) *And, yup again, £200 for a SAM 512 with disk drive, plus that rather fine Speccy emulator SAMtape 4M is a bit of a barg. If your mum's really worried about buying things mail order (and this is a hot tip from the resident office brainy person and consumer affairs correspondent, Yolanda) use a credit card – that way, if anything does go wrong, you'll be covered by the Mail Order Protection Scheme. Hurrah, eh?*
Jonathan

GETTING AROUND

I am writing to tell you that I have just seen Andy Hutch on Gamesmaster. Apparently he now works for ST Format. Ha ha! STs, eh? You've got to laugh. I think he was reviewing *Another World 2* on the Amiga (much better than STs). The Spectrum may be going out of date but YS isn't. So keep up the good work.

Marcus Durham

He gets around, does our Hutch. He

SMALL PRINT



When the clock chimes one, I shall come among you.
John Dean, Esher, Kent
Should I warn my mother? **Ed.**

The first thing I saw this morning was a Dalek.
M Kearney, Swansea
You too, eh? There's one hiding in between my net curtain and the yellow flowery curtain. **Ed.**

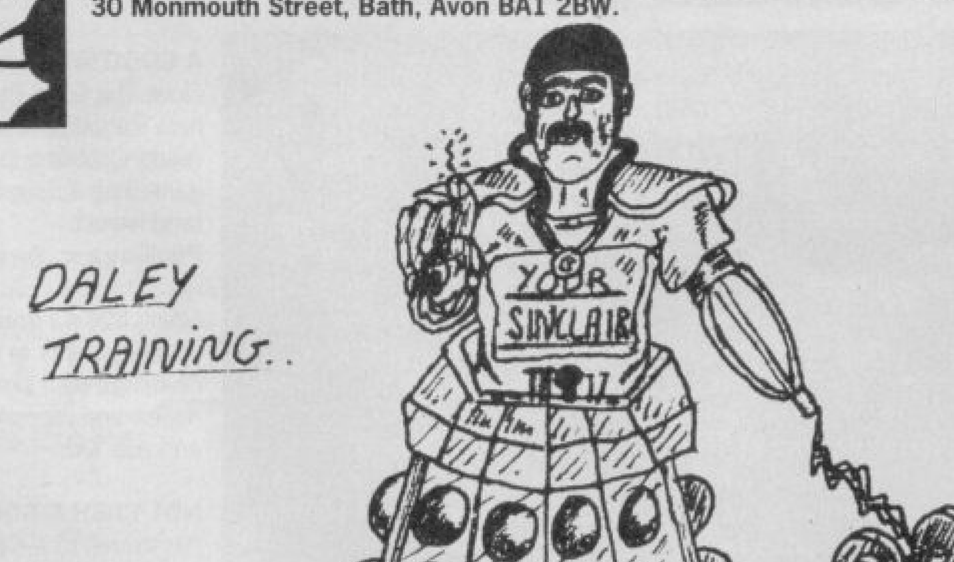
Does Bert like chocolate? My fish absolutely adores it.
Dan Talbot, Kensal Rise, London
Er... I'm sorry, you've stumped me there. **Ed.**

I hate Sellotape that loses its stickiness.
C Gordon, Dumfries
Yeah, and how about when you lose the lid off your moisturiser and it goes all hard at the top? **Ed.**

DOODLEBUGS



Exterminate! This month's 'bug is entitled *Dalek Thompson's Decathlon* and is the work of John Gamble from Donemana, County Tyrone. If your pen's as whizzy, then get bugging! Send the finished masterpiece to Doodlebugs, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.





STAR LETTER

A RELATIVE ISSUE
Is it just me, or does Soya bear an uncanny resemblance to Femto? I know that are both called Pico, so are they brother and sister or something? And what relation is Bud to them? Hmmm. Then there's Madame Pico. I 've done my research and turned up this interesting family tree.
Peter Mulholland
Lisburn, N Ireland

Henry VIII = Georgina Pico (his little known seventh wife)

Marie Curie = Bob Pico (decided he wanted to see the world as a peasant thus the use of his mother's maiden name and the rejection of Prince Bob I. He met his wife whilst busking in Paris. Unfortunately, the marriage didn't last.

Albert Einstein — Madame Pico — Tony Hart = Valerie Singleton

Bud Pico = Mrs Pico

Matt Bielby — Soya Pico — Femto Pico

(Like so many people in his family, he changed his name. But Matt felt so guilty about this that he used his influence to get his relatives a few cushy jobs at YS.)

Absolutely classic, Peter. We've always been confused by those Picos. I put your theory to Matt and he stammered a bit and his nose went kind of red. It must be true. If you've been reading Soya's column recently, you'll have read that that photo isn't actually one of her! It's a doctored pic of Femto. Y'see, Soya's a lovely-looking girl but she doesn't want to be judged by her looks. She might be a bit dippy, but she really is very clever and sweet. It's just a shame that she's got absolutely no common sense.

Actually, we've had loads of letters asking for a real photo of Soya, but we wouldn't dream of going against her wishes. All I can do is tell you that she looks like a cross between a very young Elizabeth Taylor and River Phoenix. You'd love her! **Ed.**

was editing ST Format, but he's now moved on to work for the Amiga Format Specials. If it involves getting on the box, he must be loving it. He was actually doing a spot of 'getting-the-crowd-going' at the Future Entertainment Show, I think he's found his forté! **Ed.**

WHAT I'D LIKE TO KNOW IS...
Just a quick letter about the mag and, um, some other things. First, the mag – it's great! I love the professional and interesting layout and I also find it very amusing. It's great that you're now reviewing 'games that got away'. With so few games coming out on the Speccy I can't think why you didn't start this policy issues ago.Now some questions...
1) A few issues ago you showed an old cover of YS with Arnie on it in a picture from Commando. Is there a game available?
2) When is *Alien 3* coming out for the Speccy?
A Spectrum fan
Crooke Village, Lancashire

1) Yes! (Although it's got nothing to do with the film.) It's called, surprise surprise, Commando from Elite and apparently it was rather brill. **Ed.**
2) I very much doubt that it ever will. Sorry. **Ed.**

JUST SAY CHEESE!
Have you ever thought about all the different things that you can do with cheese? In vast quantities it is a very good substitute for a house. Cheese is also quite good for carving statues. Personally I think grate *(Groan! Ed)* poems can be written about cheese. Here's one I made up...
Cheese
Could be even better,
If someone
Made sweaters
Gary Male
Finedon, Northants

The problem with cheese is that it sweats and goes all smelly. You're much better off with something like stale bread. If you coat it with a weather-resistant varnish it will keep out the rain, as well as staying mould-free. **Ed.**

TRAINSPOTTERS



OI, WOMAN!
Let's not beat around the bush here, eh? In ish 85 you attempt to tell us what is in store for us in the, and I quote, "spiffy brand ne year." So what is this 'ne year' that's got so much waiting for me then?
Also, what is the point of telling us in an issue on sale in early December not to forget that the new series of The Tomorrow People starts on November 18th. It really was a good job you reminded me, I don't know what I'd have done if I'd missed the two episodes I'd already seen! So hand over that darned Trainspotter without any of your pathetic attempts at making excuses for those (almost) unforgiveable mistakes.
Windle
Banbury, Oxon

Honestly, some people just aren't hip, are they? I thought everybody knew that 'Ne' was the sound made by the knights who go 'Ne'. (Erm, it's 'Ni', actually. Mr Pither) *It was a humorous allusion to a funny sketch which basically translated as 'a very fun-filled year'.*
As for the Tomorrow People thang, some people might not have known it was on and after reading that sentence they might think, 'I'll watch that this week.' (Well, it's worth a try!) **Ed.**

TEMPER TEMPER!
I claim a Trainspotter award because issue 85's crossword doesn't have the clue for 14 down. The clue, for anyone wondering, is 'Absolutely not, no way, on yer bike!' and the answer is 'No.' And you can't argue with me cos I wrote the crossword in the first place.
The interview I did with you will be in ZAT 18, featuring full black-and-white photo (ho ho ho). *(Ho ho ho? Ed)* Reserve your copy now by writing a cheque or PO for £1.20 payable to ZAT to ZAT, 33 Dawley Bank, Dawley, Telford, Shropshire TF4 2LQ. And if you don't want to buy the magazine I write for, I won't buy the magazine you write for.
Then where will you be?
Richard Swann
Heatherside, Surrey

I'll refrain from giving the obvious answer, I never was one for cheap jibes. I'll just answer your question factually. If you don't buy YS, Richard, we'll be exactly where we are now only with a circulation of 40,647 rather than 40,648. Basically.
Hope you enjoy your Trainspotter. **Ed.**

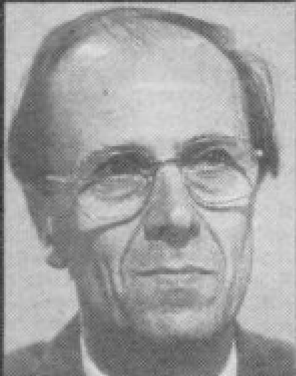
A GOOD IDEA
I love The Ones That Got Away, and here's another new idea. How about readers sending in a review of a game with a mugshot.
Ian Hewett
Penllergaer, Swansea

I think that's a great idea. If anybody wants to take up the challenge then simply send in your review and your photo to the usual address. **Ed.**

NOT SUCH A GOOD IDEA?
I've written to tell you how easy *Crystal Kingdom Dizzy* is. I got it for Christmas but it didn't work so we took it back. With the working version I could only get to Level Two. I phoned the helpline and then I did Levels Three and Four by myself. This is the most simple Diz game I have ever played.
Marcus Zielinnski
Risley, Bedfordshire

It was also the most expensive Diz game you've ever played. Was it worth it? **Ed.**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



SHOCK!
So the universe's best-selling Spectrum mag can't afford to keep up subscriptions? That really can't be true. What shall all the guys outside of GB do when their subs run out, eh? Buy a bundle of bananas or what? *(Eh? Ed)*

Somehow you sound like politicians. On the one hand you ask us to tell the software houses that they should be producing more Speccy software, and on the other you push off the subs.

So you're not really so different from the big software houses. If something doesn't bring in a big profit, drop it.
Vision of the Mad Guys
Dusseldorf, Germany

The sad fact of the matter is, Vision, that subs wasn't just not making a large enough profit – it was losing money. Our subs level has always been pretty low (even when we were selling over 80 000 copies a month) compared to some mags, but that has a great deal to do with our readership. Young people simply don't have enough money to get all twelve magazines in one go – it's much easier for them to buy the mag when it comes out. You say that YS is like a big software house – only interested in big profits. Well, that's certainly not true of Jonathan and myself (I should say not! Down with corporate economic policies! Jonathan) *but you've got to remember that Future Publishing is a very big business and we are still battling it out against the backdrop of one of the worst recessions ever. The powers that be are simply not going to risk losing money. What they're interested in is making sure that YS remains the best Spec mag in the universe. If we are to achieve this with fewer and fewer Speccy games being released, and a fall in the circulation numbers then costs are going to have to be cut. Subs was one of the things that was unprofitable and so it went.*

Personally, I was very sorry to see it go because, as you rightly point out, it means that the only way Speccy owners not resident in the UK can get hold of YS is through Back Issues. **Ed.**

SHOCK 2
I am extremely cheesed off with your *Shock* megademo. I spent hours de-archiving *Shock* and fluffed it up about three times. I finally did it and loaded it up, wondering what was in store for me. I was told that I would see a scrolly message. I got bog all. When the computer finally said 'Bytes: SHOCK.8', I waited for the scrolly. I waited and waited and, about fifteen minutes later, I gave up and ate a coffee creme instead. I don't think that your excuse for a practical joke was very funny. If there is such a thing as the *Shock* megademo, could you please send me a copy. *(But you haven't included your address. Ed)*
Stephen McGreal

Hello! Jonathan here. Well, I was sort of expecting something like this – so here's the utterly foolproof (And just a little bit patronising. Ed) *de-archiving-Shock-method thang. Take your YS Christmas Collection covertape and write 'A' on it in the corner. Take a blank C90 audio tape and write 'B' on it in the corner. Turn on your Speccy and go into 48K mode. Cue up tape B so that it's ready to record (ie, make sure the tape is on the brown bit, and not the transparent leader). Put tape A in the cassette recorder and load the de-archiving program. After a bit, the Speccy will beep and display the 'insert blank tape' message. Put tape B into the cassette recorder, start recording, count to five and press the space bar. DON'T FORGET TO TAKE OUT ONE OF THE EAR LEADS IF YOU'RE USING AN EXTERNAL CASSETTE RECORDER. The first bit of the megademo will de-archive to tape, then print up 'Insert YS covertape and press play to load next bit'. Put tape A back in the cassette recorder and press play, replacing the EAR lead if you're using an external cassette recorder. After a bit, you'll get the beep and the 'blank tape' message again. Put tape B in the tape deck WITHOUT REWINDING IT, start recording, count to five and press SPACE. The next bit of the megademo will now de-archive to tape. Finally, when you see the 'insert covertape' message, put tape A back in the tape deck and press play, wait for the beep, put in tape B WITHOUT REWINDING it, start recording, count to five and press SPACE. After a bit, you'll get the 'transfer completed' message. Reset your Speccy, put it into 48K mode, REWIND tape B, type LOAD "", press ENTER and start the tape. And away you go! (Phew.) Success guaranteed.* **Jonathan**

HAYLP!

ACT YOUR SHOE SIZE, NOT YOUR AGE!
I have developed a huge crush on this girl at my school. She's the daughter of one of my teachers, and is two years younger than I am. We know each other well and often do things together. But it's just impossible for me to be serious with her. We just cannot act our ages when we're near each other, but there's something that intrigues me in her eyes. Every time she looks at me it just melts my heart. I can't take it any more, I can't tell her and I can't sleep.
Someone born in North Carolina, living near Edinburgh

There's nothing that speeds up the course of love faster than a good old laugh. Try and make a few discreet enquiries before telling her all. Personally, if somebody made me laugh and then told me that my eyes intrigued them and I melted their heart, I'd think I was in seventh heaven. **Ed.**

BOMBED
I'm going out with a girl called Louise and we went to the cinema and we started cuddling and holding hands. I didn't see her again 'til Tuesday at school. She wouldn't hold my hand or listen to me much and she wouldn't answer the door when I called round to see her. I knew she was in as I saw her in her bedroom. I don't want to break up with her as I love her very much. I'm not immature or childish, please help me.
A Guns 'n' Roses fan

Louisa may be afraid that she's encouraged you too much. The fact that you've been trying to see her and trying to hold hands may also worry her. no girl wants to be seen as easy and she may be worried that she's been leading you on. Give her a bit of time to herself, don't hassle her and just act like a friend for a while. **Ed.**

SOYA PICO

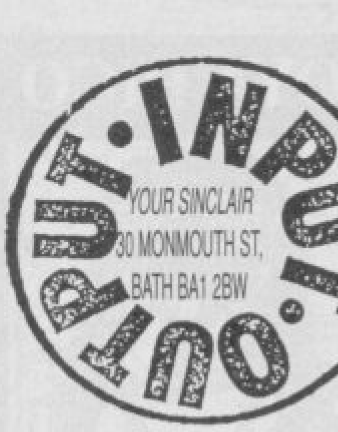


In which Soya makes a run for it

Hi, babes! Gee, I wish I'd never mentioned the fact that Femto and I aren't identical. Red, my postman, has been complaining non-stop about how heavy his old mailbag is. He looks so tired after walking up the stairs that I just have to invite him in for a cup of blackcurrant dazzle. While he sips suspiciously, I open my mail. Most of it is, like, people asking for photos. Boy are you lot weird. I mean, man, what does it matter if I look like Femto or not? I'm still me. Gee, I don't know, it's all a bit kinda freaky.

I wouldn't mind looking like Femto, apart from the fact that he's, like, totally unkarmic. And if I looked like Femto then I wonder whether Bean would still have asked me to go to the rainforest with him. He called me last month after reading my column and invited me on a voyage of mystery and discovery. My karma's so good at the moment, I can almost see my fingers glowing. It's sort of like that book about the cat... *(Hang on! What's all this about beans and forests? Are you going camping or something? Ed)* Camping? Yeah, I suppose I am. But, y'know, even when I'm sedentary my mind's really camping out under the stars and moving on when the sun rises. And now, my body's going to join it. Man! Bean's already confirmed our steerage passes. We leave on Tuesday. Bean's worked it all out with astrological maps and telescopes, we're going at the best time. Apparently it all hinges on the movement of Jupiter within the ascendant house of Aquarius. I think. It's kinda complicated, but all I've got to do is carry the telescope.

I'll write whenever I can. Now I've got to tape all my Julian Cope albums and buy a personal stereo.



It's the longest list of reader ads in the whole Speccyverse. Now you can get your mitts on that game or piece of hardware that you've always wanted.



■ For sale! Spectrum 128K with light gun, three joysticks, two interfaces, 12 mags and tapes, over 100 games (including *WWF*, *TMHT*, both *Dizzy Collections*, *Bubble Bobble*, *Trivial Pursuit*). Games cost over £300, will sell everything for £200. **Phone Danny on 0742 339586.**

■ For sale! Spectrum +3 disk drive, light gun, mouse, Multiface 3, over £300 worth of software (including *Tasword 3*, *Artist 2*, *Fighter Bomber*, *Simpsons* etc on disk and cassette), mags, books, manuals and all leads in original boxes. All for £125. **Tel 0423 886285 and ask for Jonathan.**

■ For sale! Spectrum +2, light gun, joystick, over 200 games (including *Rick Dangerous*, *Lords of Chaos*, *Slightly Magic*, *Popeye 2* and loads more). Excellent condition, £180 inc p&p. **Phone Colin on 051 494 0312.**

■ For sale! Spectrum +2 (boxed), manual, over 300 games including 46 full-price ones, Tipshop Tiptionary, joystick, Multiface 128, 80 mags, 60 covertapes. Worth over £1000, will sell for £290 ono. **Phone Kevin on 0472 341518.**

■ For sale! Spectrum +2, joystick, mags, *Z80 Toolkit* and £1000+ worth of games. **Phone Fraser on 0445 731 315 and give me your quote.**

■ For sale! Spectrum +2A, light gun, two joysticks, mags, computer books and £500 worth of software. Worth £700, will sell for £200. **Call 0752 406523 and ask for Sam.**

■ 48K Speccy for sale. Includes power supply, joystick, interface, programming book and games (including *Dizzy's Excellent Adventures*). **Will sell for £50 ono. Phone Chris on 0257 275108.**

■ Spectrum +2 for sale. Including joystick and £100 worth of games. All in excellent working condition. For quick sale – £70 ono. **Telephone 0924 280723 and ask for Andrew.**

■ For sale! Spectrum +2A with joystick and light gun (seven games) plus all leads and over £100 worth of software (including *Gazza 2*, *Sim City*, *Rainbow Islands* and *Batman*. All for £30. I have also got Spectrum mags from April '91 to February '92 which you can have for £5. **Phone Graeme on 0904 750030.**

■ For sale! Spectrum +2A, nearly new, still boxed. Includes light gun, joystick, Kempston interface and 26 games (worth nearly £100) including *Robocop* and *Outrun*. £150 ono. **Ring Damian on 0209 217908.**

■ Spectrum +3 with over 30 games, mouse, joysticks, Music Machine and light gun for sale. Worth £700, will sell for £300 ono. **Contact Mohibur on 071 511 0993.**

■ For sale! Speccy +3, all leads, Multiface 3, Cheetah joystick, eleven blank disks, £500 worth of software, several manuals and hundreds of mags. All in excellent condition, and all for £250. **Call 071 883 2955 on weekdays after 5pm and ask for Dominic.**

■ For sale! Spectrum 48K with tape recorder, all leads, power pack, joystick and interface. Comes with £260 worth of games which include *The Untouchables* and *Rainbow Islands*. **Will sell for £240 ono. Phone Andrew after 6pm on 0994 230888.**

■ For sale! Spectrum +3 in box with lots of games, joystick and tape lead – £85. Also! +3 disk educational software, *Tasword* and *Tasprint* word processor. **Ring Tim on 081 446 0369.**

■ For sale! ZX Spectrum +, Ingersoll data recorder, light pen, manual and games etc. **Ring Cliff on 0732 456920.**

■ Spectrum 128K for sale. With 114 games and manual. A bargain at £100. Also! 12 YS mags for £20. **Phone David on 0799 41288.**

■ For sale! Spectrum 128K with joystick and over 250 games including *Super Off Road Racer*, *Double Dragon 1* and *2*, *Rick Dangerous*, *Cabal*, *Rainbow Islands* and more. All for £135. **Call 071 555 7042 and ask for Najeeb.**

■ Spectrum +2A for sale. Includes joystick, £300 worth of games, manuals, Kempston interface and leads. Worth £400, will accept £200 or will swap everything and some money for an Amiga 500 which must be in good condition. No offers. **Call Jonathan on 081 556 3768.**

■ For sale! Spectrum 128K, boxed. Plus over 300 games, including 44 full-price. And! Joystick, Multiface 128 and over 60 mags with covertapes. All games are in carry cases. Worth over £1100, will sell for £370 ono. **Phone Kevin on 0472 341518.**

■ For sale! Magnum Light Phaser for Spectrum +2. Good condition, boxed with six original games. Only £15 ono. **Phone 0533 608432 and ask for Graham.**

■ Bargain buy! Speccy 128K, light gun, manual and over 100 games including *Rainbow Islands*, *Turrican*, *TMHT*, *Golden Axe* and many more. Excellent condition, £100 ono. **Phone Raz on 0792 794810.**

■ For sale! Spectrum +3, joystick, cassette player, light gun (and games) and over 500 games including *Terminator 2*, *Lemmings* and *3D Construction Kit*. Only three months old, will sell for £250 ono. **Call Nicholas on 0531 821243.**

■ For sale! Spectrum 48K with Wafadrive, thermal printer, speech unit, two joystick interfaces and 20 games. All items boxed with instructions. Will sell for £115. **Call 04023 48703 or 0860 893868 and ask for Wein.**

■ For sale! Spectrum 128K, Competition Pro joystick, mouse and software and loads of games. All in excellent condition, worth £1000 – will sell for £120 ono. **Call 081 531 0481 and ask for Paul.**

■ For sale! Spectrum 128K, over 38 games and laser gun. Excellent condition, £80 ono. **Tel 0425 657094 and ask for David.**

■ For sale! SAM Coupé with *Flash!* art package, *Defenders of the Earth* and Spectrum games. **Just £75. Call Scott on 081 850 5129.**

■ For sale! 48K Genius Mouse (cased), interface, OCP Art Studio, Mouse Pad and holder. Also 48/128K Music Machine (unboxed, no mic) and tape – all for £65. Full instructions are included and everything is in very good condition. **Contact Stephen on 031 661 3408 any time after 6pm.**

■ For sale! Spectrum 128K in good condition, boxed, little used. Includes joystick, light gun (and light gun games), 20 Speccy mags and covertapes and over 70 games. All originals, including *Rodland*, *Dizzy Collection*, *Rainbow Collection*, *F-16*, *Battle Command*, *OCP Art Studio* and *Space Harrier 2*. Still have manuals. All for £125 ono. **Phone 0625 525787 and ask for Matthew.**

■ For sale! Spectrum +3 with disk drive, joystick, about 80 games (some on disk), music synthesiser for +3. £80 for the lot. **Telephone Alex on 0475 700838.**

■ For sale! Spectrum 128K with over 50 games (including *Terminator 2*, *Rainbow Islands*, *Dizzy Collection* and *Chase HQ*), YS mags. All worth over £300, but will sell for £50 for a quick sale. **Phone Emily on 081 567 8133.**

■ For sale! Spectrum +2A with an unmentionable amount of games - probably over 300. Many are old and quite a lot are new. There's *Total Recall*, *Dizzy 1-5* and *Bobby Bearing* (old but great). With light gun, Cheetah joystick, 125+ Powerpack, all leads and box. Also many old Crash magazines (1984-86), YS mags (Jan '92-Dec '92) with tapes. Worth £600, will sell for £280 ono. **Phone John on 0753 883362 any time.**

■ For sale! Speccy 128K, joystick, interface, tape recorder and all leads. Plus £260 worth of games including lots of top titles and mags too. All for £90 ono. **Ring 0734 832080 after 6pm and ask for Ashley.**

■ For sale! Spectrum +3, Multiface 3, light gun, joystick and over 200 games on tape and disk including *Operation Wolf* and *Robocop* on disk. All in excellent condition. £175 ono. **Call Trevor on 0695 228143.**

■ For sale! Spectrum +3 with over 150 games, Quickshot joystick, light gun and all necessary leads for tapes etc. Games include *Dizzy*, *Turrican*, *WWF*, *Final Fight*, *Xenon*, *UN Squadron*, *Man Utd* and *Match Day*. All this for £85 ono. What are you waiting for? **Phone now on 0275 462492 and ask for Dan.**

■ For sale! Ghetto blaster with stereo 4-band radio, tape deck, 3-band graphic equalizer and interference disabler. £25 ono. Postage paid. **Phone 051 929 2462 after 5pm and ask for Thomas.**

■ Spectrum +2A for sale. Lots of software and Quickshot joystick. In mint condition, worth £200 but I'll sell for £100 ono. **For more details call 0272 624198 and ask for James.**

■ For sale! Spectrum +2 and Spectrum +3. Hardly used, as new. Both with joystick and games. Nearly a giveaway at £68 each. **Tel Ray on 0602 812762.**

■ For sale! Spectrum +2A still boxed with two Cheetah joysticks and over £450 worth of new and old games including *Heroes of the Lance*, *Robocop*, *Operation Thunderbolt*, *Operation Wolf*, *Chase HQ*, *The Spy Who Loved Me*,. £175 ono. Will throw in a Spectrum 16K. **Call Ben on 0932 543393.**

■ For sale! SAM Coupé 256K with one disk drive. Fully boxed and hardly used with all leads. Plus games like *Defenders of the Earth*, *EFTPOTRM*, *SAM Strikes Out* and *Future Ball*. Also, Spec tape to SAM disk program, blank disks, *Flash!* art program and demo disk with PDdisk. All for £150 ono. **Ring Aylesford 870965 after 6pm.**

■ For sale! Spectrum +2 with manual and joystick plus £150 worth of games including *Rainbow Islands*, *Chase HQ*, *Game Set and Match 2*. Worth £300, will sell for £150 ono. **Phone Boyd on 081 533 2585.**

■ For sale! Spectrum +2A with £600 worth of games, joystick, light gun, Multiface 3, magazines and YS Tipshop Tiptionary. Worth £800, will sell for £150 ono. **Phone 0625 875529.**

■ For sale! ZX81 in original box and mint condition. Includes leads and manual. Offers. **Phone Thomas on 0732 833386.**

■ For sale! SAM Coupé and disk drive, manuals, joystick, SPI interface, mags, LERM *SAMtape* software, demo disks. Reasonable offers considered. **Telephone John on 0253 729967 after 6.30pm.**

■ For sale! Spectrum +2A with six games, light gun and joystick for £65. **Ring 0909 550077 and ask for James.**

■ For sale! Disk drive and printer for 48K and +2, plus ten disks and leads – £50ono. Also for sale! Datacorder – £9; light gun and six games – £15; YS issues 35-74 – £25; dual joystick interface – £5. **Phone Joel on 0203 543782.**

■ For sale! Spectrum +3 and over 25 games including *Trivial Pursuit* and *The National*. £70 ono. **Call Phil on 0925 811062 after 2pm.**

■ For sale! Spectrum 48K with Alphacom 32 printer, cassette recorder, drum kit interface, joystick, interface, all leads, loads of mags, covertapes and £200 worth of software. All for £55. **Call Jonathan on 0473 748459.**

■ For sale! Spectrum +2. Good condition, full working order. Comes with manual and software. Just £65. **Call Jon on 0386 48038.**

■ Spectrum +2A with datacorder, TV lead and power pack. Also AMX mouse with art graphic package. Worth £120, will sell for £75 ono. **Please call Richard on 0222 770793.**

■ Spectrum 48K with manuals, leads and tape recorder. All in good working order and complete with programming books. All for £50 ono. **Ring Michael on 0784 242658.**



■ Wanted! *Pang*, *World Class Rugby*, *Captain Dynamo*, *Forgotten Worlds* and *Tag Team Wrestling*. Will swap for *DD3*, *Superkid*, *Dan Dare 3*, *TMHT*, *Cavemania*, *Barbarian 2* and many more. One for one, two for two etc. **Phone Matthew after 5.30 pm on 0900 827045.**

■ Wanted! 128K Spectrum power supply, leads and manual – all in good condition and with light gun and games (if possible). Must be willing to deliver to me in Brentford. **Call 081 568 5428.**

■ Wanted! Full-size printer compatible with Spectrum +2. Good price paid for good condition. **Contact Douglas on 0482 509907 out of office hours.**

■ I want *Helter Skelter*. You can have any of these – *Sim City*, *Heroes of the Lance*, *Double Dragon*, *Hive*, *The Great Space Race*, *Spy vs Spy 2*, *Platoon*, *ST Dragon*, *Indy – The Temple of Doom* and *Gryzor*. All boxed originals. **Call Chris on 0993 702725 after 4pm.**

■ Wanted! Ancient Speccy game called *Formula One* (c 1984, possibly by CRL). Will pay a fiver or swap. Also interested in any CCS games. **Phone Andy on 081 805 8720.**

■ I'll give a crisp five pound note, er cheque, to anyone who can regale me with *L'Affaire Vera Cruz*, the 1986 game from Infogrames. **Phone 0323 27542 and ask for Daniel.**

■ Oi! I need *The Complete Spectrum ROM Disassembly* by Ian Logan and *Mastering Machine Code On Your Spectrum* by Toni Baker. Either one will do, but preferably both. **Contact Ken at 0505 42296 after 9 0'clock.**

■ Wanted! Gameboy, Gamegear or Lynx. Willing to swap for a Spectrum 48K with all leads and over 60 games. **Call Emma on 0603 628708.**

■ Wanted! Datel mouse and mouse mat, +3 compatible printer and any books on Sinclair programming. **Phone 081 427 9119.**

■ Wanted – *Hero Quest*! Will swap for *Sim City* or two of the following – *Batman*, *R-Type*, *Batman 3D*, *Dragon Ninja*, *APB*, *SDI*, *Cabal*, *New Zealand Story*, *Altered Beast* and *Rainbow Islands*. These games are also for sale for £3. **Call Richard on 0708 226194.**

■ Wanted! Instructions for Prism VTX5000 modem. **Phone Andrew on 0603 890561 if you can help.**

■ Wanted! Anything to do with the ZX81 from books to leads and add-ons, but especially leads and games. Prices negotiable. **Call 0204 884 554 and ask for Matt.**

■ Urgently wanted – any war games like *Arnhem*, *Yankee*, *Vulcan*, *The General*, *Zulu War*, *Wellington at Waterloo*, *Ancient Battles*, *Napoleon at War*. Will gladly swap four of my games for one of yours. **Call Michael on Aberdeen 484825.**

■ I would like *Back to Skool*, *Dizzy Prince of the Yolkfolk* and *Wild West Seymour*. I will swap *Viz*, *CJ in the USA*, *Dizzy Panic*, *Super Seymour Saves the Planet* and *Rik the Roadie*. **Phone Craig on 0206 869226.**

■ Wanted! *Space Gun*. Will swap *Black Tiger*, *Yie Air Kung Fu*, *Grid Iron 2* and *1943*. Also wanted, *Terminator*. Will swap *Red Heat*,

Rastan, *Boxing Sim* and *Dragon Spirit*. Also wanted, *Hostages*. Will swap *Moonwalker*, *Double Dragon* and *Vigilante*. Working, boxed, original 48K versions only. **Call Philip on 0903 29618.**

■ Wanted – *Myth*, *Wizard's Lair*, *Manic Miner*. Will swap for *WEC Le Mans*, *Turtles*, *Dizzy Collection*. Two budget games for one of yours. **Call 0909 540148.**

■ Wanted badly – *Sim City* or *Black Tiger*. Will swap my *Wheels of Fire*. Help me if you can! **Phone 0376 515449 and ask for Neil.**

■ Wanted! Disk drive, Wafadrive, Microdrive or any other 48K Spectrum-compatible device capable of loading data automatically by file name. I have an Interface 1. Would also be interested in compatibles. **Call Marc on 0752 491960.**

■ +D interface and 3.5" disk drive wanted. Please contact me immediately if you've got the gear, cos I've got the dosh. **Ring 0602 704392 and ask for Jason.**

■ Can anyone help me? I'm collecting the YS Top 100 games. I want people to offer me games. You name the price and I'll try and find the dosh! Especially wanted are numbers 95, 77, 66, 51, 49, 39, 19, 11, 7, 2 and 1. Originals only. **Call Geoffrey on 0685 73382 after 5pm on weekdays or any time Saturday, but not on Sundays.**

■ Desperately wanted! Anything at all for Dragon 32 or Tandy colour computer 32K, especially power adaptor, cassette leads and books. Anything accepted. **Please ring Alex on 0636 74380. Now!**

■ Wanted! YS issue 75 March '92. Will swap my *Bubble Dizzy* and *Double Dragon 2*. **Phone Rob on 0705 380917.**

■ Wanted! *Bruce Lee* or *Battle for Midway*. Will buy one or both. **Phone 081 952 3152 after 6pm.**

■ Wanted! Connection leads for Prism VTX 5000. Good price paid. **Call Tom on 071 700 3611.**

■ Wanted! *Arkanoid 1*, *Turbo Outrun*, *Manchester United* and *Batman the Movie*. I will give *Xenon*, *Spy Vs Spy*, *Bubble Bobble*, *Panther*, *Dizzy 1*, *CJ in the USA*, *Super Stuntman* and *Speedboat*. Two for one, budget only. **Phone Steve on 534232.**

■ I will swap *Tornado ECR*, *Wonder Boy*, *Slightly Magic* and *Superleague* for *Skull and Crossbones*. That's four games for one. **Telephone Giles on 081 659 4913 evenings and weekends.**

■ Wanted! Any MASK or Transformers in good condition and with accessories. Will swap for Spectrum games. **Phone Steve on Stoke-on-Trent 534232 any time.**

■ Urgently wanted! 384K memory upgrade card for 86 IBM compatible XT. Must work perfectly, I can only afford £20 max. **Phone Marcus on 0685 243422 after 6pm.**

■ Has anyone got that great classic *Bruce Lee*? Will buy Speccy version for £4. Also, where do you plug in your joystick? **Phone Matt on (Keysham, Lancashire) 854854 in the evenings.**

■ Desperately seeking an interface to connect my Microdrives to my +2. Cash or software to whoever can help. **Call Jason between noon and 5pm any weekday on 0602 704392.**

■ Wanted! All add-on accessories for Spectrum. Also, *Hero Quest*, *Dungeons And Dragons*, *Wizard's Lair*, *Monopoly*, *Myth* and TV quiz show games. **Tel 0403 784334.**

■ I believe there were pinball simulators for the Spectrum. Can anyone help me as I would like one. **Phone 0992 440898 in the evening.**

■ Wanted!Ideas and unique routines in BASIC or machine code for 128K Spectrums (not +3). I would also like to hear from anyone anyone interested in setting up a public domain library. **Phone 0749 87047 after 7pm between Tuesday and Thursday and ask for Darren.**

■ Wanted! *Saboteur 1* and *2* or *Turbo Esprit*. Originals only please, will pay. **Call Gary on 0474 334845.**

■ Wanted! Spectrum printer for 128K Spectrum. Must be under £50 and include all leads and ribbon. **Ask for Michael on 0245 323275.**

■ Wanted! Manuals and handbooks for Spectrum 48K. Can anyone help please? **Call 0229 54466.**

■ Someone out there must have *Back To School* with instructions. I will pay up to £5. **Call Tom on Cambridge 892853.**

■ Wanted! Decent games creators. Will pay up to £4 or swap games. Also wanted! Completely working versions of *Chaos* and *Manic Miner* editor and *Manic Miner*. **Phone Simon on 051 426 5731.**

■ Wanted! *The Train Game* and/or *Pinball Wizard*. Urgent. Top price paid. **Phone John on 0843 585391.**

■ Wanted! ZX81. Must be in good condition. **Telephone Andy after 4pm on 0222 615726.**

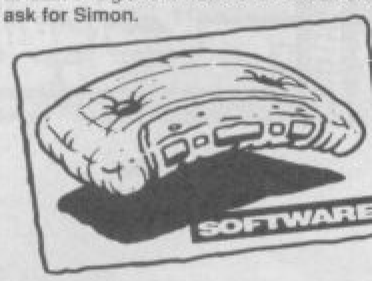
■ Wanted! ZX printer or any other printer with interface. Will buy or swap for games. **Call Richard on Lowestoft 583463.**

■ Wanted! Speccy/C64/ST demos/games/utilities written by you for our PD library. Please enclose saes to return your program. **For the address and more details please call Richard on 061 370 8256.**

■ Wanted! *Jet Set Willy 2*, *Kokotoni Wilf*, *Sir Lancelot*, *Penetrator*, *Frank N Stein*, *Bounty Bob Strikes Back*. Originals only. **Call Gary on 051 488 6595.**

■ Wanted! +D Disk Interface for original 48K Spectrum. Also wanted! Various games for a ZX81.(1K or 16K.) Whatever! **Call Paul on 0992 652066 evenings.**

■ I'll swap over 200 cassette games for a Game Gear. It must be in working order, with at least one game. **Phone 0721 20982 and ask for Simon.**



■ Around 40 top Speccy titles, no messing, some on disk (*Hostages*, *Sim City*), others on tape. All boxed originals in good condition, the lot for £40. **Phone Andrew on 0756 790424.**

■ I will swap my *Nightshift* for your *Final Fight*. **Phone Chris on 0642 587364 between 4pm and 6pm, weekdays.**

■ I will swap my *Silkworm*, *Skull and Crossbones*, *Gazza 2* and *Double Dragon 2* for your *Rainbow Islands* and *Final Fight*. All +3 disks. **Tel Kevin on 0232 611380.**

■ I will swap *Premiere Collection* and *Sky Ranger* for *Sim City*, *Lemmings*, *North and South*, *The Simpsons* and *Final Fight*. **Contact Chris on 0742 451608.**

■ Loads (approx 150) of 48K/128K Speccy games including *Thunderbirds*, *Indiana Jones*, *Batman*, *Dizzy* and lots, lots, lots more. Just £50. **Call Matthew on Liverpool 486 4885.**

■ Spectrum software, magazines, cover tapes and a programming book. All in VGC. All games boxed as new. Worth over £400. £65 ono. **Telephone Alan on (0222) 795830 evenings and weekends.**

■ Loads of Your Sinclair mags and games for sale. **Ring Jon on 0865 251094.**

■ Swap! I've got *Dick Tracy*, *Smash TV*, *Turtles*, *Dragon Breed*, *Gazza*, *Renegade*, *Target Renegade*, *Rainbow Island*, *Double Dare*, *Spike in Transilvania*. I want *Final Fight*, *Pitfighter*, *Darkman*, *Skate Wars*, *Out Run Europa*, *Sim City*, *Super Hang On*, *Lemmings*, *Streetfighter*. One for one. **Phone Philip on (0462) 434999 after 6pm on weekdays.**

■ *Space Crusade* +3 disk to swap for one of your +3 disks. Also *Lords of Chaos* +3 disk to swap for your +3 disk. **Ring Matthew on (0772) 727420.**

■ I have several games to swap including *Shadow Warriors*,*Pitfighter*, *Batman the Movie*, *Turbo*, *Outrun* and *World Cricket*. I would like *Sim City*, *Lemmings*, *Football Director 2* or any Mega Drive game. **Call Paul on (091) 266 8378.**

■ For sale: *Time Machine*, *TMHT 1*, *Double Dragon 3* – £8 each or £20 for all three, or will swap one for one, for *Return of Witchlord*, *TMHT 2* and *Man Utd Europe*. **If interested ring Ross on (0674) 74964.**

■ Major giveaway! Over 60 games, tonnes of mags, light pen, light gun etc. All for at least half the original price. Titles include *Turtles*, *North and South*, *Dizzy Collection*. **Ring Iain on (0203) 453778.**

■ Crash magazines: Numbers 3, 4, 6-56, 59, 60, 63, 65, 67. Those with cover tapes have them: £120 the lot, including postage. **Phone Terry on (0489) 575319.**

■ I will swap *Buggy Boy* and *Super Stock Car* for your *Dragon Ninja*. **Call Richard on Leicester 774144.**

■ I will swap my *3D Construction Kit* for any old or new games – *Bloodwych*, *Final Fight* etc. Boxed, original cassettes only please. **If you're interested, give me a ring on 0204 706 354 and ask for Colin.**

■ *Advanced OCP Art Studio*, RAM Music Machine and *3D Construction Kit* (£25 version with tutorial video) for sale. Everything included (mouse for *OCP* needs repairing, but you can use joystick or keys). I bought them for £125, I will sell them for £60. **Ring 0244 313337 and ask for Lee.**

■ Will swap *WWF* and *Op Thunderbolt* for *Space Crusade* (original only). **Phone Mark on 0693 63302 after 6pm.**

■ I will swap my *Robocop*, *Fantasy World Dizzy* and *Football Manager* for your *Lemmings*, *North and South* or *Hero Quest*. Three for one. **Call Kevin on 091 12376235.**

■ I will swap my *Lotus Esprit*, *Five All-Action Hits*, *Screen Heroes*, *Konami Coin-Op Hits* for your *North and South*, *Super Cars*, *Stunt Car Racer* and *Shadow Warriors*. Originals for the Speccy +2 only. **Call Birmingham 443 1704 and ask for Chris.**

■ I will swap games and utilities for the +3, +2A, 48K and 128K. I have around 5000 programs. **Call Montevideo (Uruguay) on 02 719280 and ask for Juan.**

■ I will swap my *E-SWAT*, *Rainbow Islands* or *The Untouchables* for your *North and South*. Originals only. **Call Martyn on 0225 833391.**

■ I will swap or sell my *Target Renegade*, *R-Type*, *TMHT – The Coin-Op*, *Altered Beast* and more for your *Aliens US Version*, *Cabal* and *Switchblade*. **Phone 0772 321604 after 4pm and ask for Andy.**

■ I will swap my *Golden Axe* on disk for your *Final Fight* on disk, or my *Rainbow Islands* on tape for your *Final Fight* on tape. Originals only. **Ring Adam on Birmingham 745 5482 between 4pm and 7pm.**

■ 75 software titles for £50. Including classics like *PAW*, *Hollywood Collection*, *Batman* etc. Also for sale are 30 Spectrum mags and 20 Input publications which are ideal for beginners. Best offer gets the lot. **Phone Jinder on 081 902 2021, weekends only.**



■ Spectrum public domain. Three tapes containing thirteen PD games for only £4, including post and package. **Call Robert on 0375 378004 for more details.**

■ Wanted! Somebody in Ireland to swap games with. **Call Kieran on 091 44641.**

■ Free software from Prism PD! 3000+ titles including games, utilities, business, slide shows, clip art and video digitising. Earn cash via our shareware scheme. Join our clubs and get a bi-monthly newspaper on all aspects of computing. All orders mail order only. **For the address and more details, call Martyn on 0788 817473.**

■ Help! Austrian Sinclair user looking for magazines, games, music etc. **Phone 01043 7765 523 or write to P Deiser at A-4772 Lambrechten 60, Austria.**

■ SAM Coupé owners! I would like to write to any fellow owners of our Coupé friend with a view to possibly starting up a disk mag for the Coupé. **If you are interested then give me a call on 0703 612918. Ask for Darren.**

■ +3 owners wanted for swapping/lending. **Call Graeme on 031 447 3639 for more details and my address.**

■ Andy Thompson fancies Nicola Gibbons.

■ Chic! Simply the best user group for Spectrum owners. Absolutely unbeatable service. Sae brings superb free introductory newsletter. Wanted – PD, fanzines, shareware etc to review. **Call Steve on 0753 884473 for address and more details.**



■ *ZX* is the new bi-monthly fanzine for the Spectrum and is yours for just £1 and a sae. **Call 0424 754984 for more details and the address.**

■ *My Sinclair* is a new tapezine with news, reviews and tips etc. £1 if you send a tape, or £1.50 if you don't. **Call Alex on 0484 604902.**

■ *ZX* – the spanky new 'zine! Only 45p – it's Britain's cheapest Spec mag! *(No it's not, see below! Ed)* Issue 1-2 out now. **Phone Ed after 3.30pm on 0522 691787.**

■ *Speclub*! A new fanzine with all the latest Speccy gossip for the tiny price of 20p. **Call Daniel on 061 799 7033.**

■ Coming soon – *Your Spechum*, a brand new fanzine for your Spectrum. It'll be massive! **For more details call Gavin on 0232 779688.**

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It you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a postcard to Input/Output, *YS*, 30 Monmouth Street, Bath BA1 2BW. If you are under 18 please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. This service is only available to private advertisers. Please note – you no longer have to pay. Hurrah! (We were told to charge cos everybody else did. And now we've decided that we preferred being different!)

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Name .... Address..

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Tel No .... Signature of parent/guardian if under 18 ....

MAGAZINE HEALTH WARNING

Think before you snip – most people use a photocopy instead

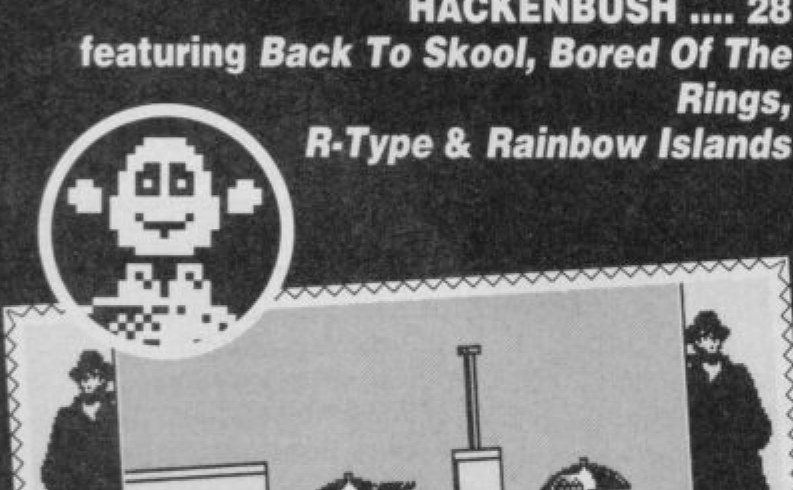
Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output

YS hints'n'tips TIPSHOP



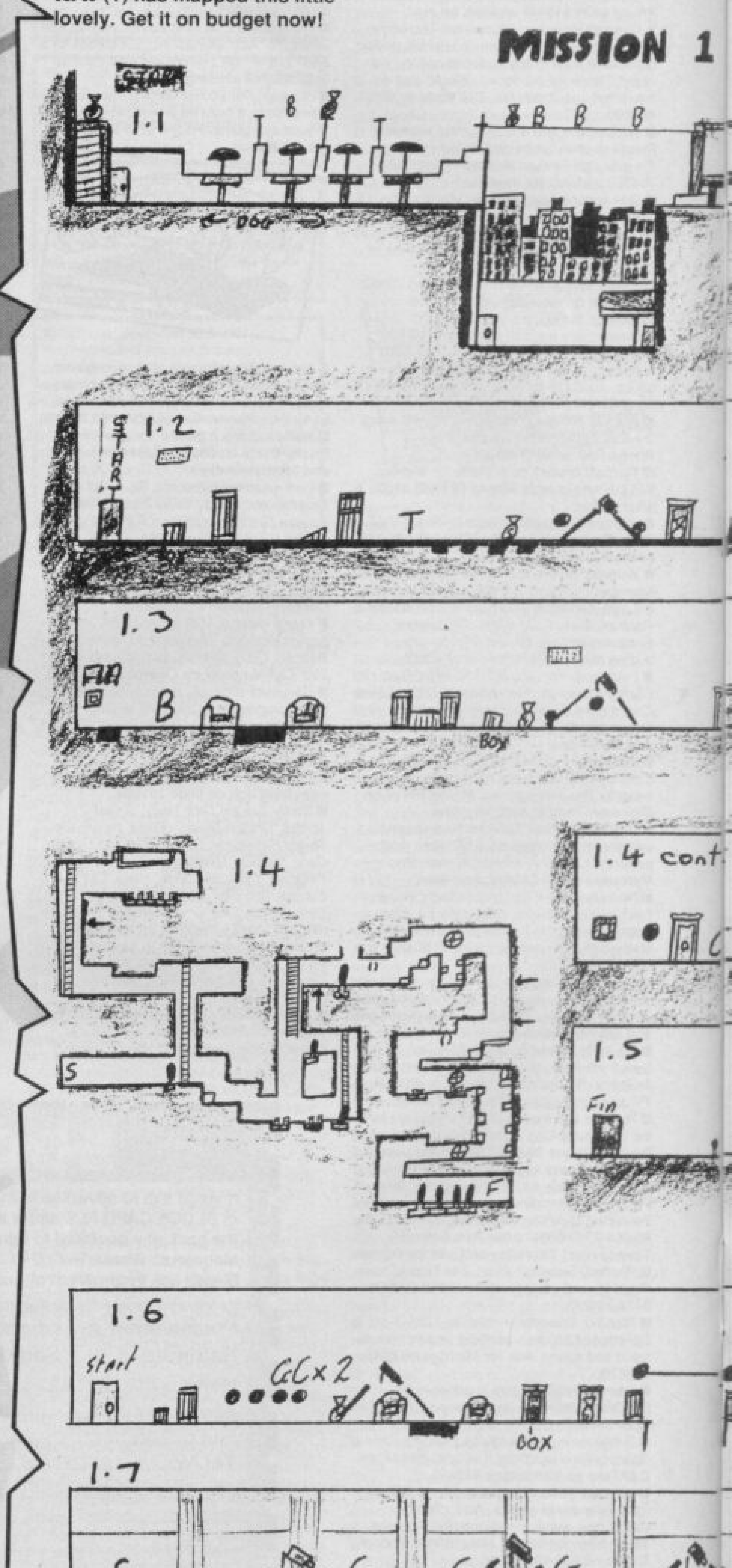
Bonjour, mes petits poulets! Ou est les Invalides? Je voudrais regarder Napoleon.... Oh, here you all are. Greetings and welcome to another Tipshop, and you know what they say – another Tipshop, another cream cheese bagel. So before I start on this month's opus I think I should eat. 'Scuse me! ... Yum yum and, indeed, yum! And, now that I've sated my appetite, it's on with the Tipshop. Hurrah!



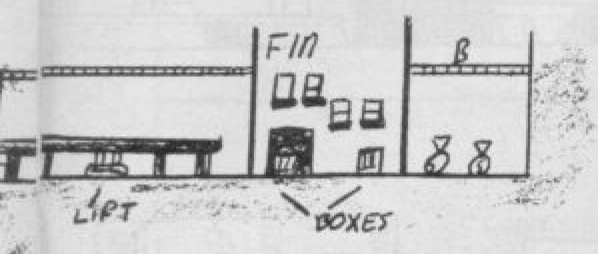


HUDS

Krw (?) has mapped this little lovely. Get it on budget now!

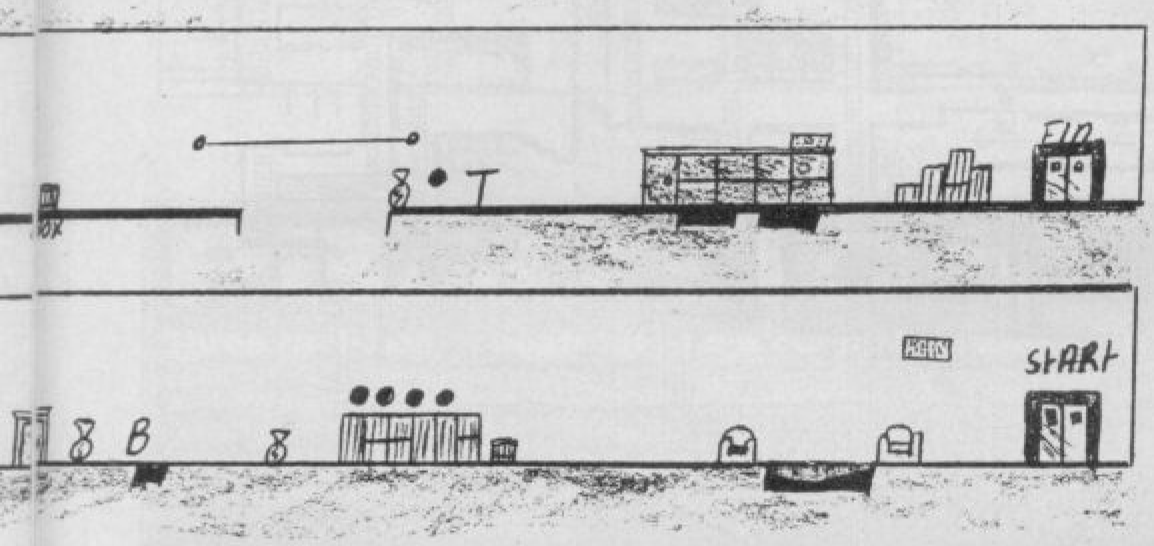


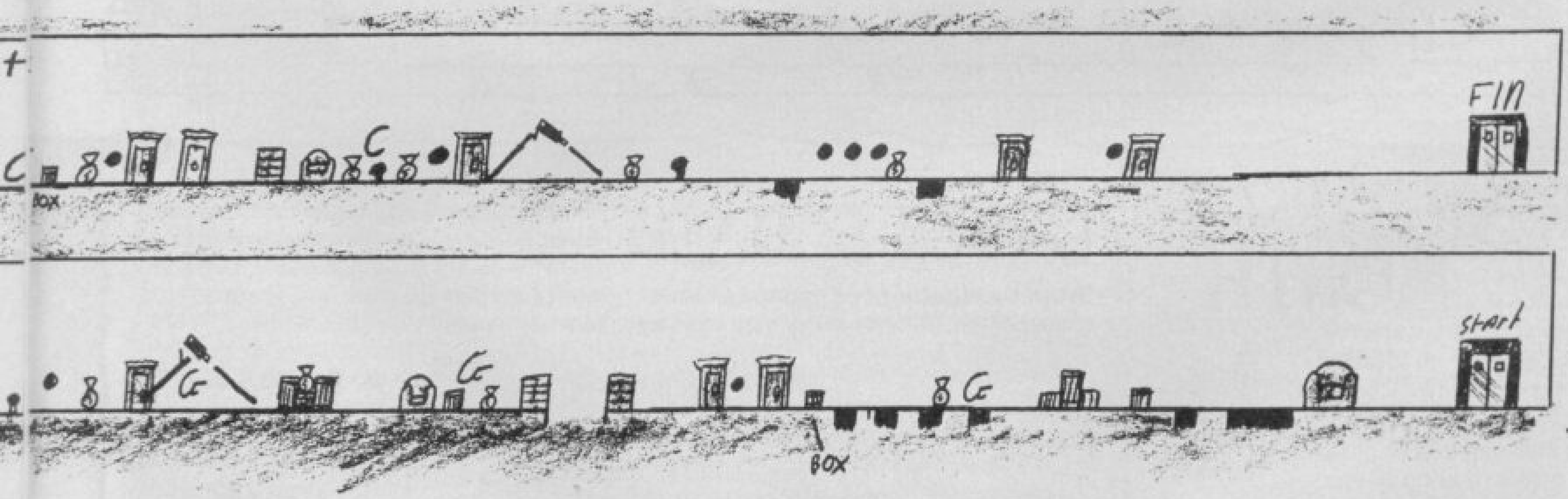
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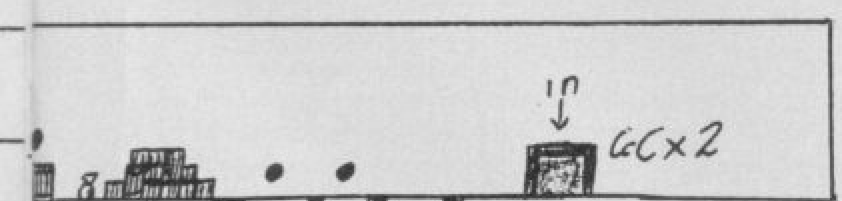


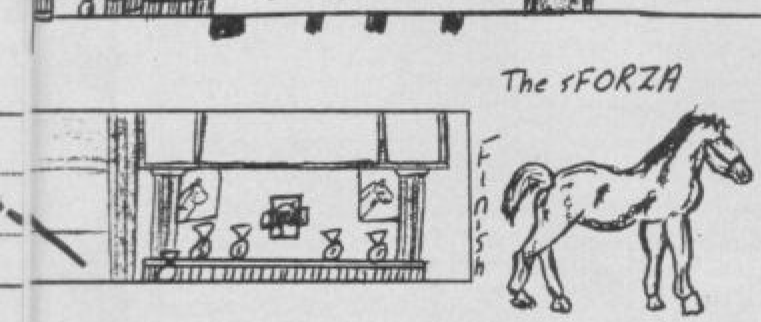
KEY

- Money = points
- Make you jump higher
- Box – push it about
- Don't touch – you'll lose energy
- Damaged floor
- Lift
- Shoots you up to the floor above
- Fan
- Instant death if touched
- Steam
- ( ) Off switch for fan
- Spike comes out of wall
- Men that throw TVs down at you
- Lift
- Spikes come out of floor
- Balloon man
- Flame
- B = Bird
- G = Guard with gun
- GC = Guard with club
- B Bat
- C Cleaner
- N Nun
- R Soldier with gun
- W Men with wheelbarrows and bombs





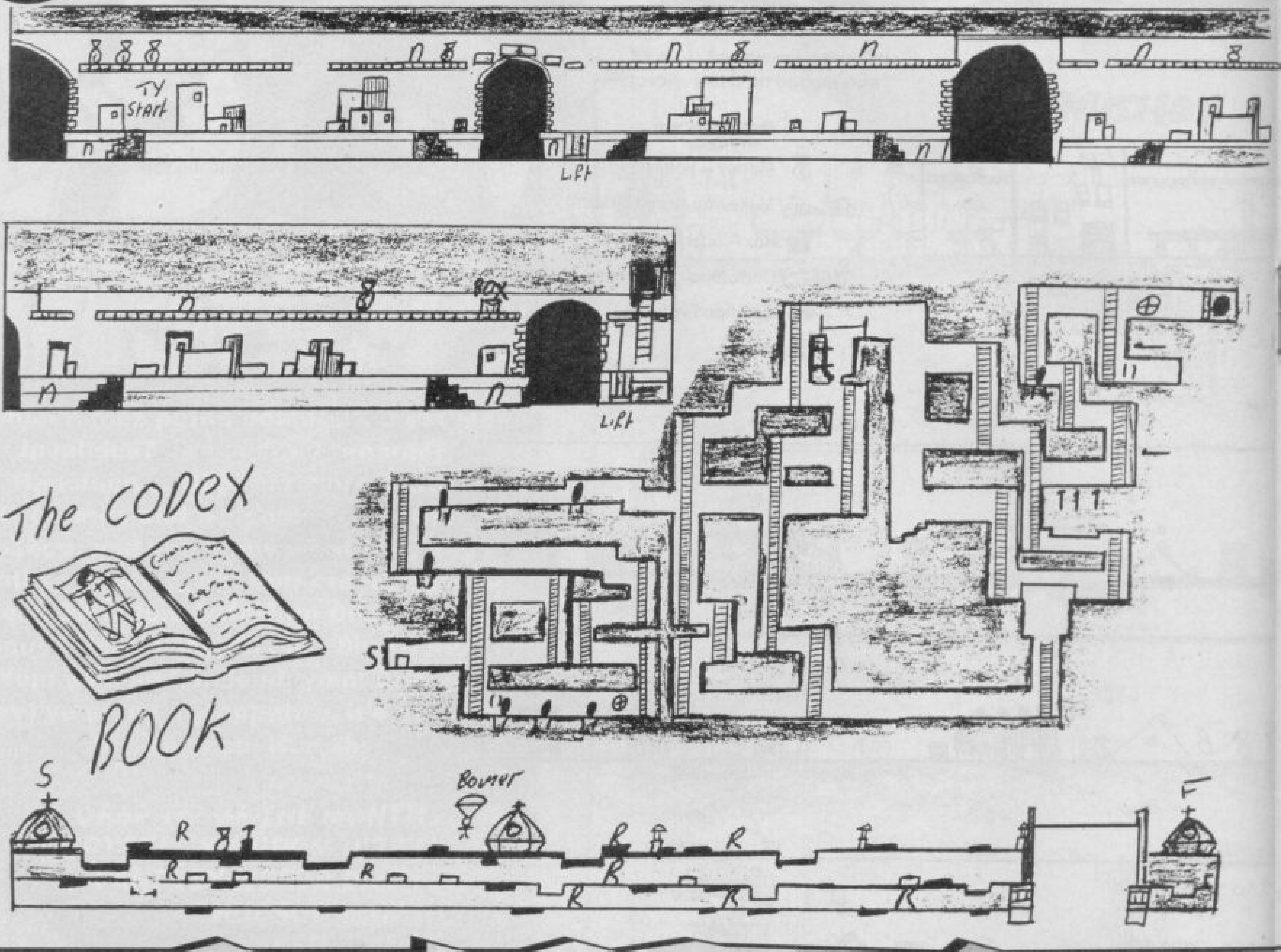






HUDSON HAWK CO

MISSION 2 The vatican 2.1



CRAP TIP OF THE MONTH

The latest in an occasional series comes from Windle...



Here's a great hint for all you Speccy owners. Don't cheat! It would then take you longer to finish games, making it less necessary to purchase new ones. In the long run, this would also save you money.

Windle, you're a genius!

FANTASY WORLD DIZZY

Charles Giles has found this tinny... sorry, tiny tip for *Dizzy 3*. He thought it might come in handy so, without further ado, here it is...

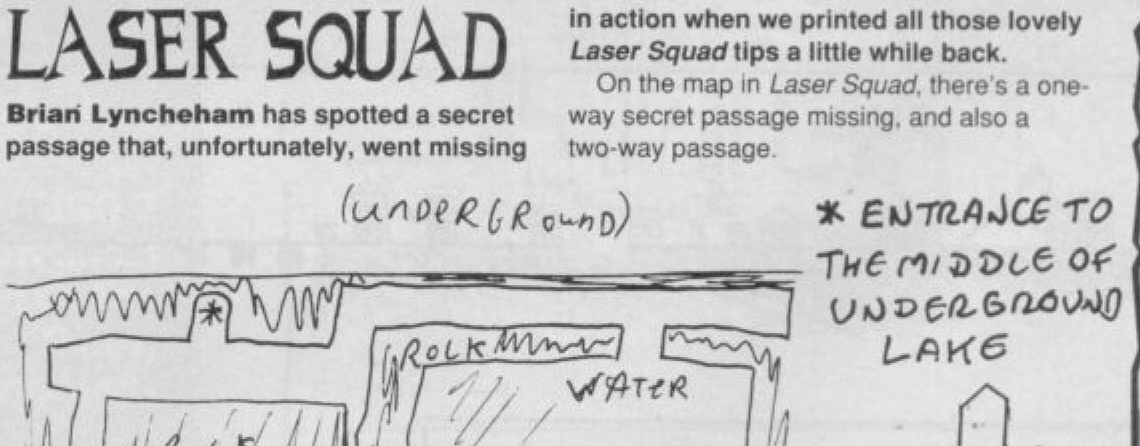
Get the rope from Denzil and go to the Snap Happy Gator. Jump onto him and press ENTER or fire. Select the rope to tie the Gator's mouth up.

Well Charlie, what tickles your fancy – garlic mayo or thousand island dressing?

LASER SQUAD

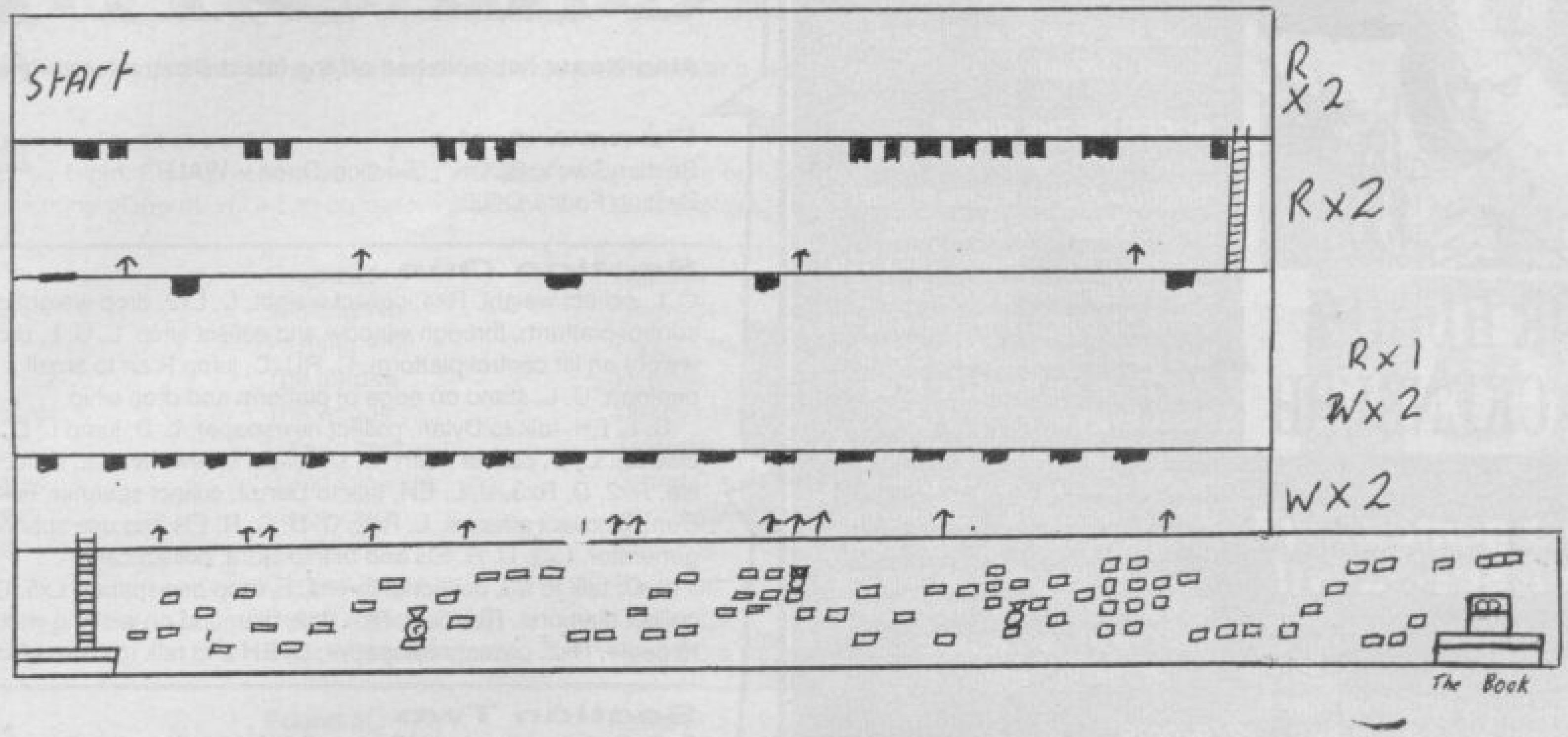
Brian Lyncheham has spotted a secret passage that, unfortunately, went missing in action when we printed all those lovely *Laser Squad* tips a little while back.

On the map in *Laser Squad*, there's a one-way secret passage missing, and also a two-way passage.



Snap Happy Gator. Jump onto him and press ENTER or fire. Select the rope to tie the Gator's mouth up.

Thanks, Brian. Now tell me, do you like your guacomole lumpy or smooth?



PRACTICAL POKES

Three radishes, a beetroot and a cucumber, please. Why? Oh, Jon North wants a salad.

Valentine's Day, eh? A time to publish some of your own routines (and send some flowers). Much the same as any other day really (except that I only send flowers on Valentine's Day.) Here's yer numbers.

MARAUDER

No, I've never heard of it either. Trixie the Cardboard Pixie has though, and here's the proof – a "fully-comp" hack giving infy lives and smarts, immortality, no gun jam, no loss of life and no control reversal. Wa-hey!

```
10 REM Marauder by Trixie the
Cardboard Vacuum-Cleaner
20 CLEAR 4E4: LOAD ""CODE
30 POKE 65431,36
40 RANDOMIZE USR 64512
50 POKE 65140,15
60 FOR F=23311 TO 23356
70 READ A: POKE F,A: NEXT F
80 RANDOMIZE USR 65082
90 DATA 33,222,154,54,195
100 DATA 44,54,20,44,54
110 DATA 137,175,50,183,133
120 DATA 33,176,155,119,44
130 DATA 119,44,119,44,119
140 DATA 62,201,50,56,142
150 DATA 50,237,160,62,36
160 DATA 50,47,250,62,14
170 DATA 50,185,155,195,0,128
```

TYPHOON

A warm, enthusiastic and sound barrier-breaking round of applause, please, for newcomer Karen Matthews from Carshalton. Karen's debut comprises of a duo of old Speedlock games, both of which give infy lives.

```
10 REM Typhoon by Karen
Matthews
20 CLEAR 4E4: LET T=0
30 FOR F=23296 TO 23352
40 READ A: POKE F,A
50 LET T=T+(F-23286)*A: NEXT
F
60 IF T<>253652 THEN STOP
70 RANDOMIZE USR 23296
80 DATA 221,33,38,243,17
90 DATA 195,11,62,255,55
100 DATA 205,86,5,48,241
110 DATA 33,38,243,1,195
120 DATA 11,126,214,118,119
130 DATA 237,161,234,21,91
140 DATA 33,46,91,34,22
150 DATA 254,195,205,254,53
160 DATA 95,49,16,13,11
170 DATA 23,62,130,50,231
180 DATA 152,50,135,153,195
190 DATA 194,254
```

```
10 REM Hunchback II by Karen
Matthews
20 CLEAR 65535: LET T=0
30 FOR F=23296 TO 23406
40 READ A: POKE F,A
50 LET T=T+(F-23286)*A: NEXT
F
60 IF T<>793718 THEN STOP
70 RANDOMIZE USR 23296
80 DATA 221,33,203,92,17
90 DATA 141,5,62,255,55
100 DATA 205,86,5,48,241
110 DATA 62,226,50,8,95
120 DATA 62,248,50,11,95
130 DATA 49,252,255,14,112
140 DATA 33,234,96,229,33
150 DATA 252,94,17,99,98
160 DATA 217,1,224,184,217
180 DATA 118,201,33,216,255
190 DATA 54,205,35,54,181
200 DATA 35,116,46,119,54
210 DATA 74,35,54,91,195
220 DATA 181,255,53,95,49
230 DATA 16,13,11,23,33
240 DATA 91,91,17,181,255
250 DATA 1,20,0,237,176
260 DATA 17,0,190,195,73
270 DATA 254,175,33,0,254
280 DATA 50,198,117,50,77
290 DATA 135,50,51,140,50
300 DATA 69,148,50,252,151
310 DATA 201
```

SPACE HURRIER

Well, you have to admit, it goes fast enough to warrant the subtle name-change. Someone who can still keep up with it is, erm, me. Immortality, I do believe.

```
10 REM Space Harrier by
Shinyathan
20 FOR F=3E4 TO 30038
30 READ A: POKE F,A: NEXT F
40 CLEAR 28E3: LOAD ""CODE
50 POKE 65240,99
60 RANDOMIZE USR 65488
70 POKE 65292,195
80 POKE 65293,48
90 POKE 65294,117
100 RANDOMIZE USR 65241
110 DATA 33,78,117,17,0
120 DATA 255,1,10,0,237
130 DATA 83,254,255,237,176
140 DATA 33,0,191,17,121
150 DATA 32,1,229,203,50
160 DATA 107,255,195,15,255
170 DATA 33,212,181,52,35
180 DATA 53,195,0,128
```

CHRONOS

Here's a cheat. Type JING IT BABY (with the spaces but in lower case) into the hi-score table and you'll be able to select a megalaser from the menu. Thanks to the Cardboard Phil Collins Cutout) for this.

```
10 REM Chronos by Trixie the
Cardboard Hamster
20 CLEAR 24982:
LOAD""CODE
30 FOR F=64968 TO 64994
40 READ A: POKE F,A: NEXT F
50 FOR F=65280 TO 65286
60 READ A: POKE F,A: NEXT F
70 RANDOMIZE USR 64960
80 DATA 191,49,218,255,55
90 DATA 205,86,5,33,0
100 DATA 255,227,251,233,128
110 DATA 223,181,209,177,144
120 DATA 141,139,151,206,198
130 DATA 199,200,175,50,77
140 DATA 222,195,0,250
```

ANOTHER SCROLLY

Send your routines for inclusion in this column, and your Pokerama requests (send your 48K tapes only if you want them done, and a suitable sae if you want them back), to me, Jolly Shiny Athan, at the usual YS address. See you in the scrolly – but which one ...?

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Friends, roamers, country bumpkins, lend me your money. Oh, hallo. Just practising for my upcoming theatre engagement. Yes folks, multi-talented Hackenbush is also a thespian of some note. What? Oh, right. Apparently my new medical phone-in radio show, What's The Matter with Dr Hackenbush, is about to go on air. The next voice you hear will be someone airing their embarrassing problems to the nation and expecting me to solve them. It's just part of my new duties as a kinder, friendlier Hackenbush.

BACK TO SKOOL

And our first caller is Lee Rawling. Go ahead, Lee – What's The Matter? 'For a start, since you said I was probably dead last month, I've found it increasingly difficult to get served in restaurants. Anyway, I thought I'd take this opportunity to carry on with my *Back to Skool* solution.' Well, I suppose so. But I'll be expecting some juicy deep-seated insecurities afterwards. 'From where you left off last time, drop another stinkbomb until Wacker opens both windows. Now toe the line until you've got Library again. Run up to Wacker's room and fire your catapult out of the window so a conker falls and knocks out Albert the caretaker. Go down to the other window, fire your water pistol at the plant pot and jump on the growing flower. You can now jump out of the window, run like the hounds of Hell are snapping at your heels to the school gate, leap on the flower there and jump over into the girls' school. You should now be able to get the sherry from the unlocked cupboard and load your water pistol with it. Now fill up the cups again and knock them down on the teachers as you did before to gain the final password and regain your report.' Thank you so much, Rawling. I'm sure there should have been a frog and a bicycle in there somewhere, but I know you wouldn't dream of bamboozling Clinicians. Now, about those deep-seated insecurities. Oh, he's gone.

BORED OF THE RINGS

Hello? 'Hello.' Snap. Ring again tomorrow and we'll have another game. 'Cease this plagiaristic humour, medical fellow. Since you seem to be printing adventure snags, I thought I'd try you with this little gem. I'm snagged in *Bored Part Three* – in the maze, to be exact. Every time I try to get through, I get turned to stone by the basilisk. Can you help?' Well, James Turlough, it's not quite the problem my radio sponsors were hoping for, but yes, I can help you. As soon as you enter the maze, type CHEAT, and you'll be transported to the exit.

R-TYPE

Surely somebody has some audience-pleasing problems. Ah – how about Paul Haine on line four? 'Sorry, I'm stuck in a game as well. How do you kill the big baddy on Level One of this ace shoot-'em-up?' Make sure you've got the flying pod, aim at the head that pops out in the middle of the beast, and press the release button. Now keep out of the way of the flailing arms while the pod does the work for you.

RAINBOW ISLANDS

'Hello. My name is Z Dodgson (Mrs). Where are the secret rooms please?' What a polite enquiry. A little odd for the airwaves, but there you go. The answer, my friend, is to pick up the diamonds in the following order: red, orange, yellow, green, blue, indigo and violet. Ah, Roy G Biv, I knew him well. But enough of this nostalgic moonshine.

AU SECOURS

Z Dodgson Again: "How do I pass the dwarf and cross the bridge in *Quest Adventure*? And what exactly are 'adds' and 'dies'?"

Well, the lines have closed and the sponsor has torn up my contract. Sadly, there was nothing I could use for my forthcoming blockbuster, 'Hackenbush – a Life in Aprons.' Ah well. Back to the Clinic I suppose. Nurse! Lay out my jacket while I lay out my agent. Remember folks, Secret Word Number Four is still at large. Write down the nine-letter word beginning with D that means a Central Asian wild ass, rather like a mule, enclose a tip or a snag and send it to the Clinic at the usual YS address. There's no business like show-business, I guess.

CRYSTAL

Alan Keats has polished off the latest Dizzy adventure and writ

Passwords

Section Two = BOOK Section Three = WALL
Section Four = DOZY

Section One

C, L, collect weight, Rx4, collect weight, C, Lx2, drop weight on lift control platform, through window and collect whip. L, U, L, drop weight on lift control platform, C, RU, C, jump R on to small platform, U, L, stand on edge of platform and drop whip.

C, L, EH, talk to Dylan, collect newspaper, L, D, jump L, C, L (on clouds), C, D, collect heart. U, L, collect screwdriver, L, collect extra life, Rx2, D, Rx3, U, L, EH, talk to Denzil, collect spanner, talk to Denzil, collect glasses, L, Rx2, C, D, C, R, EH and use spanner on generator. Lx3, U, R, EH and talk to Dora, collect cake.

L, D, talk to CJ, collect umbrella, L, drop newspaper, Lx5, C, collect diamond, RU, C, L, RD, Rx2, diamond on wishing well, talk to genie, Rx2, collect newspaper, U, EH and talk to Grand Dizzy.

Section Two

C, R, C, collect fish food, R, drop fish food near edge, R, jump up at beginning of screen to C, talk to Captain, R, U, C, collect sticky tape, D, C, R, Ux3, C, collect Blu Tak™ , Dx4, R, drop Blu Tak™ , L, U, R, L, collect wheel, D, R, collect saw, stand on top crate and jump up to collect extra life. Lx2, D, R, drop wheel, LD, Lx2, collect plank, RD, D, drop plank by drip and collect heart, RU, C, L, RD.Collect needle and thread, L, U, L, RU, collect patch, L, RD, RU, C, L, RD, collect scissors, R, LU, Ux3, drop scissors on horizontal pole, D, U, drop patch by hole, Dx3, R, collect wheel, collect Blu Tak™ , L, U, LX2, drop wheel on short post, Lx3, talk to Dozy, collect flag, Rx5, Ux3, drop flag by post, Dx3, Lx2 and talk to captain. Collect Blue Peter badge, Lx2, swap badge for map and telescope, Rx2, talk to Captain, Rx2, Ux3, stand on crow's nest and drop telescope.

Section Three

Collect torch, Rx2, C, RU, jump L, jump R, jump Lx2 (all this takes place in the trees), jump R (C), jump L, D, collect flippers, D, R, C, Rx2 and collect oxygen tanks. R, Dx2, L, C, drop oxygen tanks and flippers, U, L, R, C, collect pick, L, LU, C, L, collect heart, Lx2, collect extra life, RU, collect oil can, L, RD, D, drop pick by blocks, R, C, Rx2, C, R, drop torch and oil can, collect flippers and oxygen tanks, R, Ux2, drop pick, Dx2, L, collect oil can. R, Ux2, drop oxyger tanks and flippers, collect pick, Lx2, drop pick under white part of pipe, drop oil can underneath drips, Lx3, drop oil can by lift, stand or lift control pad and press fire. R, drop pick, Rx4, collect oxygen tanks and flippers, Dx2, L, drop oxygen tanks and flippers, collect torch, U L, LU, Lx2, D, talk to man. L, collect chalice and sword, R, drop chalice and sword underneath lift, L, collect crown, R, drop crown under lift, stand on lift control pad and press fire. Rx2, U, collect pin, Rx2, D, drop torch, collect oxygen tanks and flippers, R, Ux2, drop oxygen tanks, L, drop flippers and pin, Lx4, talk to man, collect puncture kit, collect crown, Rx5, drop puncture kit on dinghy, pick up oxygen tanks and drop on dinghy, drop crown on dinghy, L, drop oxygen tanks, Lx4, collect sword and chalice, Rx4, collect pin, R. Drop sword, pin and chalice on dinghy.

Section Four

U, R, D, R, LU, U, collect crystal, D, R, LD, U, L, D and talk to bloke Collect chalice, crown and sword, Rx3, drop chalice, crown and sword on white part of catapault. R, collect salt pot, U, C, R, D, R, collect parachute, L, C, U, C, D, U, C, U, drop salt pot on weird blue box, collect crown. D, L, U, collect block of ice, drop crown, Rx2, collect sword, drop parachute, D, C, D, L, U, L, D, L, drop block of ice on small ledge, collect chalice, R, Ux2, collect crown, L, drop crown in middle space, drop sword in right space, drop chalice in le space, talk to man to complete section – and game!

Well done, you've saved the Yolkfolk from the Evil Curse. Once more you're a hero...

L KINGDOM DIZZY

itt en the complete solution including passwords and object lists. What a chap. Have £20, Alan.

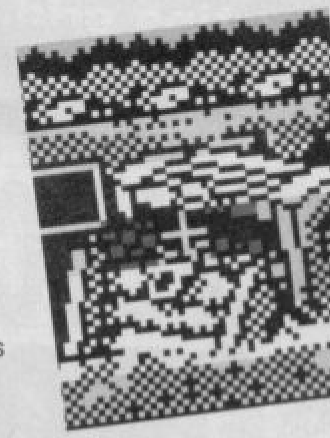
Abbreviations

L = Left, R = Right, EH = Enter House, C = Collect Cherry, RU = Right on top platform, RD = Right on bottom platform, LU = Left on top platform, LD = Left on bottom platform U = Up, D = Down.

Object	Found at	Used at	Used for
Gold coin	Wishing Well	Nowhere	Useless
Weight	Wishing Well	Daisy's house	Keep lift going
Weight	The garden	Denzil's workshop	Keep lift going
Screwdriver	The woods	Denzil's house	Swap for spanner
Whip	Daisy's bedroom	Treetops	Breach the gap
Newspaper	Dylan's lounge	Grand D's study	Give to Grand Dizzy
Diamond	Inside cave	Wishing Well	Call up Genie
Umbrella	Backyard	Waterfall	Get through waterfall
Cake	Dora's kitchen	Backyard	Swap for umbrella
Spanner	Denzil's workshop	Generator	Fix generator
Spectacles	Denzil's workshop	Grand D's study	Give to Grand Dizzy



Object	Found at	Used at	Used for
Super glue	Woods	Nowhere	Useless
Fish food	Surf shack	Pier	Make fish come up
Sticky tape	Small sail	Hull	Stick plank over leak
Saw	Bow	Hull	Cut plank to fit leak
Plank	Galley	Hull	Block leak
Blu Tak™	Crow's nest	Hull	Stick steering wheel to post
Wheel	Small sail	Helm	Stick to post, by Captain
Scissors	Below decks	Main sail	Cut sail down
Patch	Below decks	Main sail	Patch up hole in sail
Needle and thread	Captain's Quarters	Main sail	Sew patch to sail
Flag	Woods	Crow's nest	Set flying
Blue Peter Badge	Helm	Surf shack	Swap for map and telescopes
Map	Surf shack	Helm	Give to Captain
Telescope	Surf shack	Crow's nest	Use to keep look out



Object	Found at	Used at	Used for
Torch	Woods	Underground	Light
Oxygen tanks	Dockyard and quay side	Underwater blow up dinghy	Survive underwater and
Flippers	In trees	Underwater	Swim up in water
Pick	Under dock and oil pipes	Underground	Knock down blocks/ split pipes
Chalice	Secret room	Underground	Give to man when in lift
Sword	Secret room	Underground	Give to man when in lift
Crown	Secret room	Underground	Give to man when in lift
Pin	Underground	Quay side	Prick dinghy
Oil can	Lift shaft	Oil pipes and lift	Collect oil/grease lift
Puncture kit	Lift shaft	Quay side	Use on dinghy
Chalice	Lift shaft	Quay side	Drop in dinghy
Sword	Lift shaft	Quay side	Drop in dinghy
Crown	Lift shaft	Quay side	Drop in dinghy



Object	Found at	Used at	Used for
Crystal	Aztec Zone	Crystal maze	Give to bloke
Sword	Crystal Maze	Dead end	Drop in catapult
Chalice	Crystal Maze	Dead end	Drop in catapult
Crown	Crystal Maze	Dead end	Drop in catapult
Salt pot	Cavern	Cavern	Drop to get crown
Ice block	Cavern	Pit	Drop to get chalice
Parachute	Hills	Big jump	Reach cloud
Sword	Big jump	Altar	Drop in right space
Chalice	Pit	Altar	Drop in left space
Crown	Cavern	Altar	Drop in middle space

BOOTS

And that's that for another month! L'address pour les maps, langoustines, hints et cheats est Le YS Tipshop, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. Au

PROGRAM PITSTOP



Craig grinning and a sign from Mr Bignose. It's just another day on the starting grid...

Well, I've been sitting here at the controls of Pitstop for a whole year now (although it may not seem like it), so let's just reflect for a moment on what we've achieved. We've had graphics editors, alternative fonts, error trappers, game editors, screen effects, base converters... The list is endless – or is it? The one thing we haven't yet had, as several thousand owners of the most powerful 8-bit computer on Earth will testify, is a decent load of useful programs for the SAM Coupé. Well, let's remedy that. Je vous présente... the Pitstop SAM Special! (Apologies for the dodgy Français – I never could get the hang of reflexive verbs.)

REFLECTO-SCROLL

by David Hooper

David is the star of the show this month, with two programs making jolly good use of the Coupé. The first is... aargh!... a scroller, but hey, this is the first SAM one I've printed, so cool it. Although slightly lacking in the versatility department, *Reflecto-Scroll* makes up for it in the ease-of-use area. The most taxing thing you have to do is think of a message, and from then on it's just the mindless tedium of typing the thing out, which normally requires very little thought on your part anyway. *(Hence 'mindless'. Ed)*

Type out the *Reflecto* BASIC program first, and SAVE it (running it at this stage will cause a crash and you'll lose the lot). Reset, then type out the *Decimal Loader*, and save it in case you've entered the code incorrectly. You can then run the *Decimal Loader* (presented in accordance with our less-hex policy), which will create a block of code and save it off for you. This code is then used in conjunction with the *Reflecto* BASIC program. Incidentally, if you're using a tape recorder instead of a drive (snig snig), two pieces of advice: one – save the code straight after the BASIC, as once the code has been properly saved, you won't need the *Decimal Loader* again, and two – get a disk drive.

LISTING 1

BASIC

```
1 REM Reflecto-SCROLL ©1992 DHC/STRATA
10 CLEAR 49151: OPEN TO 2: LOAD
"filename"CODE
20 LET a$="Your message"
30 POKE 131072,a$+CHR$ 255
40 CLS #: CSIZE 8,8: LET yos=-16: PALETTE
0,125 LINE 16: PALETTE 0,93 LINE 15: PALETTE
0,81 LINE 14: PALETTE 0,21 LINE 13: PALETTE
0,17 LINE 11: PALETTE 0,9 LINE 9: PALETTE 0,1
LINE 6: PALETTE 0,0 LINE 3
50 PALETTE 7,67
60 PRINT AT 0,0;"Press any key, except
CURSORS,""CAPS, CNTRL, DELETE,
ESCAPE,""F1-F9, -, + or TAB to exit" ' ' "the
scrolly" ' ' "It's easier to program this" ' ' "way.
(You're left with 52 keys" ' ' "to choose from!)" ' '
"This is NOT very well written," ' ' "but it's too tricky
(for me) to" ' ' "cure the raster bug. All being" ' '
"well, there should NEVER be ANY" ' ' "problems.
Honest. (!)" ' ' "(Try 'padding out' the display" ' ' "with
line interrupts)"
70 BORDER 8: PAUSE 1: CALL 16384
80 CLS # : STOP
```

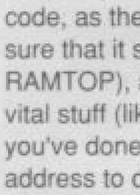
BASIC

```
10 REM Pitstop SAM Decimal Loader
20 REM by the Radio Times letters page
30 INPUT "Start address? ";a: LET L=100
40 FOR c=a to 9e9 STEP 8: RESTORE L: LET
t=0: PRINT AT 0,0;"Reading data from line ";L:
FOR f=c TO c+7: READ b: IF b=999 THEN PRINT
"All data OK": INPUT "Filename ";a$: SAVE a$
CODE a,f-a: STOP
50 POKE f,b: LET t=t+b: NEXT f: READ s: IF s<>t
THEN PRINT "Checksum error at line ";L: BEEP
1,0: STOP
60 LET L=L+10: NEXT c
70  REM No DO/LOOPs – they may be
structured, but they're a darn sight slower.
90 REM Reflecto is relocatable
100 DATA 219, 252, 230, 31, 50, 163, 64, 33,
1042
110 DATA 0, 128, 58, 164, 64, 211, 251, 126,
1002
120 DATA 254, 255, 40, 243, 254, 254, 200,
229, 1729
130 DATA 245, 58, 163, 64, 211, 251, 17, 144,
1153
140 DATA 81, 241, 214, 32, 111, 38, 0, 41, 758
150 DATA 41, 41, 25, 17, 155, 64, 1, 8, 352
160 DATA 0, 237, 176, 6, 8, 197, 118, 33, 775
170 DATA 1, 208, 17, 0, 208, 1, 255, 11, 701
180 DATA 237, 176, 17, 128, 0, 33, 127, 208,
926
190 DATA 6, 8, 221, 33, 155, 64, 175, 221, 883
200 DATA 203, 0, 126, 40, 2, 62, 255, 119, 807
210 DATA 25, 119, 25, 221, 35, 16, 239, 6, 686
220 DATA 8, 221, 43, 175, 221, 203, 0, 126, 997
230 DATA 40, 2, 62, 119, 119, 221, 43, 25, 631
240 DATA 16, 241, 6, 8, 221, 33, 155, 64, 744
250 DATA 221, 203, 0, 38, 221, 35, 16, 248, 982
260 DATA 205, 139, 64, 193, 16, 175, 225, 35,
1052
270 DATA 195, 10, 64, 219, 254, 230, 31, 71,
1074
280 DATA 219, 249, 230, 224, 176, 60, 200,
225, 1583
290 DATA 225, 225, 201, 64, 64, 64, 192, 64,
1099
300 DATA 64, 64, 0, 14, 7, 14, 7, 14, 184
310 DATA 7, 225, 201, 0, 0, 0, 0, 0, 433
320 DATA 0, 0, 0, 14, 7, 0, 0, 0, 21
330 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0
340 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0
350 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0
360 DATA 999
```

DISSOLVE

by A Collier

Screen effects time, courtesy of A from Bolton. You can use this routine to clear either a section of the screen or the whole screen, in an aesthetically pleasing and generally dissolvey kind of way. It's been designed for use in modes 3 and 4, but you can use it in modes 1 and 2 if you're brave (it just doesn't look so good, and you have to do the entire screen). Just enter the *Decimal Loader* you see before you, and use it to generate a block of code. This time you have to specify an address at which to plant the code, as the routine is relocatable – just make sure that it stays below RAMTOP (try PRINT RAMTOP), and that it doesn't overwrite any vital stuff (like SAMDOS for instance). Once you've done this, you can just type CALL address to dissolve the entire screen to PEN 0. In modes 3 and 4 you can use parameters as follows to dissolve a portion of the screen: CALL address,x,y,width,height. To dissolve to another colour (in modes 3 and 4) use a fifth parameter; to dissolve the whole screen to another colour you still have to include the other four parameters, though: CALL address,0,191,256,192,colour.



BASIC

```
10 REM Pitstop SAM Decimal Loader
20 REM by popular demand
30 INPUT "Start address? ";a: LET L=100
40 FOR c=a to 9e9 STEP 8: RESTORE L: LET t=0:
PRINT AT 0,0;"Reading data from line ";L: FOR f=c
TO c+7: READ b: IF b=999 THEN PRINT "All data
OK": INPUT "Filename ";a$: SAVE a$ CODE a,f-a:
STOP
50 POKE f,b: LET t=t+b: NEXT f: READ s: IF s<>t
THEN PRINT "Checksum error at line ";L: BEEP 1,0:
STOP
60 LET L=L+10: NEXT c
70 REM
90 REM Dissolve start address: 16384
100 DATA 245,105,96,1,0,250,167,237,1101
110 DATA 66,77,68,33,73,251,9,94,671
120 DATA 35,86,122,179,40,21,235,9,727
130 DATA 213,94,35,86,235,9,235,114,1021
140 DATA 43,115,209,235,114,43,115,35,909
150 DATA 35,24,228,241,71,175,50,53,877
160 DATA 251,50,46,251,50,61,251,50,1010
170 DATA 65,251,62,128,50,55,251,62,924
180 DATA 96,50,48,251,72,12,13,40,582
190 DATA 62,197,205,33,1,230,64,32,824
200 DATA 2,207,26,205,33,1,124,254,852
210 DATA 2,48,246,193,121,254,5,32,901
220 DATA 19,5,125,254,16,48,234,135,836
230 DATA 135,135,135,181,50,61,251,50,998
240 DATA 65,251,24,210,254,2,32,1,839
250 DATA 44,203,28,125,31,56,210,254,951
260 DATA 129,48,206,167,245,24,191,120,1130
270 DATA 167,40,68,241,254,128,48,193,1139
280 DATA 50,53,251,47,198,129,50,55,833
290 DATA 251,5,40,51,241,111,62,96,857
300 DATA 149,56,174,50,46,251,125,50,901
310 DATA 48,251,5,40,34,241,40,161,820
320 DATA 50,55,251,42,53,251,133,254,1089
330 DATA 129,48,150,5,40,17,5,32,426
340 DATA 144,241,40,141,50,48,251,42,957
350 DATA 46,251,133,254,97,48,130,237,1196
360 DATA 95,230,30,103,135,198,5,111,907
370 DATA 34,249,250,33,242,250,17,0,1075
380 DATA 79,213,1,87,0,237,176,42,835
390 DATA 120,92,124,230,31,103,1,48,749
400 DATA 0,201,219,252,230,31,211,251,1395
410 DATA 17,0,0,175,25,84,93,41,435
420 DATA 41,206,0,41,222,0,25,222,757
430 DATA 0,41,206,0,41,222,0,41,551
440 DATA 206,0,25,206,3,135,135,135,845
450 DATA 135,132,48,2,198,16,214,48,793
460 DATA 48,252,198,48,103,229,125,7,1010
470 DATA 203,20,203,189,124,214,0,254,1207
480 DATA 0,48,15,125,214,0,254,0,656
490 DATA 48,8,203,252,54,0,203,253,1021
500 DATA 54,0,225,16,179,13,32,176,695
510 DATA 201,47,250,50,250,53,250,56,1157
520 DATA 250,61,250,66,250,109,250,112,1348
530 DATA 250,145,250,151,250,164,250,168,1628
540 DATA 250,177,250,180,250,197,250,200,1754
550 DATA 250,217,250,220,250,4,250,12,1453
560 DATA 250,0,0,0,0,0,0,250
570 DATA 999
```

MANIPULATOR

by David Hooper

Back to David for this program which can be used to modify your current font. There are nine different operations which you can put your font through. These are italic, bold, Vbold, reflect, flip, reverse, subscript, superscript and funtalic. Basically, just type in the BASIC program, type INIT and then you can process your font to your heart's content by entering the name of the PROCedure you want to use (you don't need to RUN this one). When you find a font you like, you can save it with SAVE "filename" CODE 20880,1096. David suggests saving the original Coupe font first, as once you've manipulated it, you'll have to reset the machine before you can get it back.



BASIC

```
10 REM MANIPULATE by DHC – alll code is
relocatable, but don't put any CLEAR in procedure
INIT, as it junks the return address. CLEAR
whatever FIRST, then type "INIT". Providing a
correct RAMTOP is set, simply change the 16384 in
the FOR f... loop in line 10010 to whatever takes
your fancy!
1000 DEF PROC REVERSE
1010 CALL C(1)
1020 END PROC
1030 DEF PROC SUPER
1040 CALL C(2)
1050 END PROC
1060 DEF PROC SUB
1070 CALL C(3)
1080 END PROC
1090 DEF PROC ITALIC
1100 CALL C(4)
1110 END PROC
1120 DEF PROC FUN
1130 CALL C(5)
1140 END PROC
1150 DEF PROC BOLD
1160 CALL C(6)
1170 END PROC
1180 DEF PROC VBOLD
1190 CALL C(7)
1200 END PROC
1210 DEF PROC REFLECT
1220 CALL C(8)
1230 END PROC
1240 DEF PROC FLIP
1250 CALL C(9)
1260 END PROC
10000 DEF PROC INIT
10010 DIM c(10): LET d=1,a=201: RESTORE
10010: FOR f=16384 TO 9e9: LET
c(d)=f,d=d+(a=201): READ a: BEEP
.01*(a=201),20: IF a<>999 THEN POKE f,a: NEXT f
10020 END PROC
10030 DATA
22,255,33,144,81,1,72,4,126,170,119,35,11,120,17
7,32,-9,201
10040 DATA
33,144,81,17,144,81,6,137,197,6,4,126,35,182,18,
19,35,16,-8,175,6,4,18,19,16,-4,193,16,-21,201
10050 DATA
33,215,85,17,215,85,6,137,197,6,4,126,43,182,18,
27,43,16,-8,175,6,4,18,27,16,-4,193,16,-21,201
10060 DATA
33,144,81,6,137,197,6,3,203,62,35,16,-
5,35,35,6,3,203,38,35,16,-5,193,16,-20,201
10070 DATA
33,144,81,6,137,197,6,3,126,203,62,182,119,35,16
,-8,35,35,6,3,126,203,38,182,119,35,16,-8,193,16,-
26,201
10080 DATA
33,144,81,1,72,4,126,203,62,182,119,35,11,120,17
7,32,-11,201
10090 DATA
33,214,85,6,137,197,6,7,126,35,182,119,43,43,16,-
8,43,193,16,-15,201
10100 DATA
33,144,81,1,72,4,126,197,6,8,23,203,30,16,-
5,35,193,11,120,177,32,-16,201
10110 DATA
33,144,81,17,151,81,6,137,197,6,4,26,245,126,18,
241,119,35,27,16,-10,6,12,19,16,-3,6,4,35,16,-
3,193,16,-26,201
10120 DATA 999
```

THINGIES AND WOSSNAMES

SAM as a Personal Computer...

of the IBM-compatible type, that is. I've had several queries about Ian Spencer's SAM to PC convertor that we use to bring Pitstop to you lovely people. I don't have the actual address of Mr S (he's somewhere in Germany) but you can get more info from SAM Supplement at 37 Parker St, Bloxwich, Walsall WS3 2LE. But! I feel it's only fair to point out there's something similar lurking in Shareware Land, so it might be worth checking around before spending twenty-five quid on the commercial program.

Flamingo-up

Well, it would appear that Nigel Grange's lovely *Scroll-a-Load* has gone and done a *Tune Maker* on us – in other words half of it went missing, due, I am told, to a dodgy PC link. Fret not though, I'll be printing the missing bit in next month's Pitstop. Really and truly.

PARTY ON!

Well, that just about wraps up the SAM Special. Next month we'll be back to normal with some more most excellent Spectrum programs, and, hell, maybe another SAM one too. And why not? *(You devil you. Ed)* The address for contributions is Pertinacious Pitstop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2AP. See you next month then, I'll now leave you in the capable hands of the rest of the mag.

Steve's Programmi

PABLO FORUM

Well, here it is. The end of the road for the Launderette, and I guess I'm going to miss it. But! There's still one box of powder in the machine, let's get it out and glance hurriedly over the environmental information...

I still can't believe that the entire team missed the fact that the issue before last was Your Sinclair's seventh birthday! *(Well nobody told me, I'll hit that Matt Bielby when I see him. Ed)* I even tidied up the Launderette for a bit of a bash, but it came to nothing in the end. It's a good job actually, I tried to turn a top-loading washing machine into a candy floss machine and promptly poisoned the shop cat. Ho hum.

There's not much in the way of programming this month. Instead, this is my chance to answer the letters that are sat next to the service wash pile, and to iron out the differences between what you've typed in and what's on the Beaut Box.

I've had absolutely piles (well, five-ish) letters arrive before deadline, so I'll try and help out with them. Be warned, I left ish 85 at the all-new Anderson Ranch in Gloucester, so I can't refer back to what's been printed in that. All right? Good.

Stale Odours

It was inevitable. I forgot to tell you that you could throw away the program that generates the UDGs and do your little bit for the environment. I forgot to say that all you needed was the code that the graphics data created, and you'd have to reload the graphics each time. There have been letters with strange remedies and people ringing the office saying that it didn't work and even one letter that said I was crap...

Just type NEW once the first program's been saved. The graphics will stay intact even through the NEWing, so you don't even have to reload them then!

To quote God (if I may be so bold), "We apologise for the inconvienience". I'll say ten Hail Danny Bakers and use more fabric softener next time. It will smell more summery than Lift by 808 State (a jolly summery tune, if ever I heard one).

Two For One Swap

This was due to reasons beyond my control. There are two spaces between each of the pairs of quotes on line 2000 (first Launderette), but it only looks like one because the listing is in a proportional font. Just put a couple of spaces there and all the nasty problems will wither away.

Of course, it would've been nice if the listing was in a nice mono-spaced format, but to do this the whole lot would have to be printed out, and Andy would have to make haste with his scalpel and Pritt Stick and cut the listing to the exact size of the boxes on the pages. It's very time consuming and fiddly, and the sort of thing you need an Art Assistant for. The Mac, despite costing more than my student grant, can't cope with mono-spacing for some reason. Posh computers, eh?

Unsightly Stains



Another one of my mistakes. Sorry. It was late and I had to wash the Welsh Shed All-Stars' football strips, and it just all got on top of me! (Not literally.)

The problem? Line 3010. The second "AT" command says in the magazine "AT y,x+1;" when it should actually say "AT y+1,x;". I'm not going to make up any more excuses for that though. It's too darn obvious. *(You mean it was a bug in the program brought on by sheer carelessness? Ed)* Well, I wouldn't have put it in quite such stark and scathing terms but, erm, yes.

You Know It Makes Sense

If you find any mistakes or bugs, let me know. I'll just curse myself and vow to playtest everything properly next time.



You can send me compliments as well, though. They make my day flowery and sport socks seem half the pain that they are!

I'll Stick With My Daz

Oh dear, there's always one. Mine is Simon Lavery from somewhere Oop North. He wants a Trainspotter because the exit door looks just like a black hole.

Sorry, Simon, you can't have one. Try living in a shed, you'll find that all doors look like black holes! But, if you too want to try something else, replace the "INK 2" on line 1050 with "INK 7". But me, I'll stick with my doors. Ho ho.

By the way Simon, you spaced your letter very badly, and your paragraphs didn't look right. Can I have a Trainspotter award?

ON THE BOX

It's finally here on the Beaut Box! *The Pathetic Pablo Bros* in all its glory, with fourteen torturous levels and various compression routines necessary for it to fit on a teeny tiny C15. But first... the scenario!

Your brother, Sergio, is stuck in his lair due to a freak welding accident, and you've got to pick him up in your Capri. But! Due to a freak 'Capris are crap' accident you've got to buy a new gearbox for it. But! Due to a freak drop in the exhange rates, you've got absolutely no money to buy a gearbox with! What can a moustachioed fat geezer do?

Well, by an incredible stroke of luck, somebody has been dropping coins all over YS Land, and Pablo can pick them all up and buy the gearbox, taking care not to tread on spikes and coming to terms with invisible and disappearing platforms. Yo ho ho!

The levels all have names, because the original idea was to do a *Jet Set Willy*-type thing, and have the name on the screen. This was abandoned at a late stage because it looked crap, but for completeness here are the names in all their witty glory:
(1) Nice 'n' Easy (2) No Catches (honest!) (3) The Money Pit 4) Adventures Beyond The Ultraworld (5) Stairway to Heaven (6) It can't be... (7) DON'T JUMP! (8) Step lightly 9) Orange Alert! 10) Just Plain Evil (11) Pedro's Car Shop (12) Relax And Count To 10 (13) Have We Been Here Before? (14)Sergio Is In His Lair

All levels by me, except for six and ten by Jon Pillar RIP. *(Yes, and you've reproduced Level Ten incorrectly, you chump. The stomach-wrenching drop was supposed to be over the last spike. Tch. Jonathan)*

Apologies to Dave Cogbill (again) because he was going to design a couple, but the confusion and mayhem caused by Christmas meant that our tape had to be mastered earlier than normal. Sorry...

The levels may be simpler or harder than they look, so be on your toes! And don't forget to collect all the coins, because Pedro (the shop keeper) has a serious attitude problem.

ing Launderette



What's new?

There are a few changes in this version of *TPPB* that are worth noting. If you've been typing it in and playing with it, you will notice that the normally tardy Pablo has become positively apathetic (brilliant, these thesauri). This is because of the simple compression technique I've used to fit it on the tape.

The Speccy's floating point numbers (a



fancy term that means you can use decimals as well as whole numbers) are stored in 'five byte form'. This is basically a disgustingly clever system that drives me mad. However, in the BASIC listing, two forms of the number are stored: an ASCII version (figure by figure) AND the five byte form which is neatly hidden away. This saves a lot of time, because the Spectrum doesn't have to convert the number before it can use it (like the sluggish BBC, ho ho ho). However, it takes up a fair bit more space.

To get around this, on line 1500 I've defined some variables for the most common numbers, and some strings for the level data. This knocked about 1700 bytes off the original length! That's the advantage; the disadvantage is that everything goes that bit slower (like the sluggish BBC, etc). To speed it up, change all the variable occurences to the numbers they represent. Don't bother with the strings though, it's not worth it.

If you want to compile it, you will have troubles using *ZIP* because of the arrays and variable names, and the fact that floating point numbers are required to get the legs right. You can always try being fiendishly clever I suppose, but I'd rather watch the Magic Roundabout, me.

One last thing: *Pablo* speedloads and locks into 48K mode. You'll have to press BREAK and save it out to tape, and then reload in 128K mode if that's what tickles your fancy. Sorry.

JANET

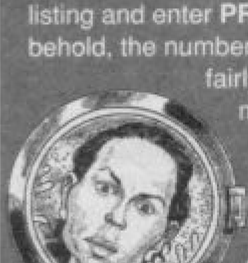
No doubt some of you are in the grotty further education system, with no cash and a large bill for books. *(You'll look back on those student years with love. Ed)* If so, and you've got a JANET link (most places have), you can E-mail me on this username:
CBS%UK.AC.POW.VMS::SRANDERS
If that doesn't work, try replacing VMS with VAX. Obviously bods at the Poly of Wales/Uni of Glamorgan can mail me easier and feel a warm glow. Put your full username/sitename and proper name in please! Providing the mail system still works (ours is a bit crap) I'll reply! I can't say fairer than that.

Quick guide to numbers and things

Okay, here we go with the SPL guide to compressing your BASIC programs. As I mentioned in the previous lozengey box, the Speccy stores two forms of each number in a listing. To show the hidden five-byte form, type in this programette.

10 PRINT 1000: STOP
20 INPUT a: FOR f=a TO 9e9: PRINT f;":";PEEK f, (CHR$ PEEK f AND PEEK f>31): NEXT f

By the way, 9e9 is a shorthand way of writing 9000000000 (or a nine with nine zeroes after it), and the f>31 trap in line twenty is to stop the Speccy printing control codes (try taking it out to see what happens). Anyway, RUN 20 and enter the address 23755, which is the start of BASIC. (If you've got an Interface One, enter the equation **PEEK 23635+256*PEEK 23636**.) This will print out the program as the Speccy perceives it. After the 1000 in line ten, you'll see a CHR$ 14, followed by five bytes. This is the five byte form. (Spook!) Basically, providing you're using integers, you only need bother with the middle two numbers – the others are always zero. Break out of the listing and enter **PRINT 232+256*3**. Lo and behold, the number one thousand should fairly magically appear. The more crafty among you will realise you can hack the line to show one number, but actually contain another. Oh, look, enter **POKE 23767,114: POKE 23768,185**.



Now, if you RUN the prog, you certainly won't get one thousand as the answer. (Work it out!)

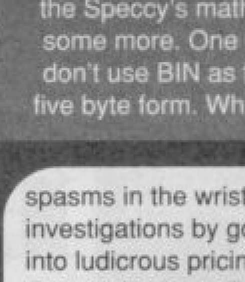
So, what's the point of all this? And what happens when you use decimal numbers rather than integers? To answer the second question first, I have no idea. Edit line 10 to read **10 PRINT 1000.123: STOP** and RUN 20 as before. Yikes! The formula to unscramble those five bytes is known only to incredibly clever people like Sir Clive himself. But back to the first question. If you edit the line to **10 PRINT VAL "1000": STOP** and RUN 20, you'll see that the five byte form has disappeared – in effect saving you two bytes each time. (VAL is a function that prints the value of a string.) For even greater savings (as with Pablo) you can define some handy variables as the most common numbers (say, z for zero and o for one) but, as I said, this slows things down. If you've got the patience, you could change all the numbers to VALs, speeding things up but still saving a fair bit o' memory. It's good practice anyway, and at least it will keep you off the streets for a couple of hours. (Ho ho.)

Certain numbers can be dealt with in even more cunning ways. For example, zero can be written as NOT PI, or three as INT PI, saving you three bytes each time. Have a root through the Speccy's maths functions to find some more. One word of warning – don't use BIN as this is stored in full five byte form. Why? Why not, eh?

G'bye

"There's a sad sort of clanging from the clock in the hall and up in the nursery an absurd little bird is popping out to say cuckoo – cuckoo... So long, farewell, auf wiedersehen, goodnight. We hate to go and leave this pretty sight...'

Oh, there you are. I was just serenading myself off into the distance. (I always was a big Sound of Music fan.)Yep! It's all over, or so it seems... It feels more like the ending of Twin Peaks to me, there must be loose ends all over the place. I'm considering coming up with *Pathetic Pablo Kart* or something similar. But remember! Playing *Pablo* won't trigger epileptic seizures, cause muscle spasms in the wrists, require investigations by government agencies into ludicrous pricing or get you on Gamesmaster or Bad Influence. The wonders of the Speccy, eh? What a beautiful machine. Ahem.



There's not much more to say! Hopefully I'll be doing something next month, but I really want the washing machine to come with me! I wonder if Linda will notice... B-bye.

YS ADVENTURES



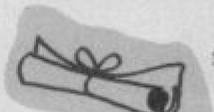
Three gurt cheers for Tim Kemp – hurrah, hurrah and hurrah!

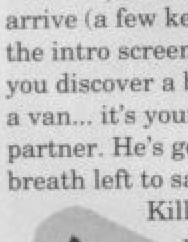
CORPORAL STONE

By: James Taylor/Zenobi Software

Despite having the full complement of game notes, author's hand-scrawled help-sheet and storyline to go on, the actual point of this game remains well hidden 'til at least the halfway mark. Suffice it to say that you are the central character, some sort of secret agent/law enforcer. You receive a message from your boss telling you to hurry over to the Hexagon Centre in District Four and start investigating the incredibly strange goings-on that have been reported.

So off you go, and once you arrive (a few key-presses from the intro screen is all it takes) you discover a body slumped by a van... it's your best pal and ex-partner. He's got just enough breath left to say "They got me... Kill the little people... Squaaa..." and that's it! *("Squaaa"? Ed)* Not a lot to go on.





You won't need an immense amount of brain power to get started, which is never a bad thing. Thanks to a really useful help command, it won't be long before you have entered the building where some (okay, most) of the strange events are taking place.

As this is a good old-fashioned text only *Quill*ed adventure you'll see that good old-fashioned verb/noun input, and plenty of examining and searching is the order of the day. And there's plenty of bizarre objects to examine I can tell you. It's best if I leave most of the surprises that you'll come across in the game for you to discover, but just brace yourself for some thrilling escapades with a lion, talking aphids, a language course, Satan and – horror of horrors – Dickie Davies! *(You what? Ed)*

The problems come thick and fast and there's hardly a break in the action. And – yes! – part of the fun is finding out who you are and what you've got to do, so I'll say no more about the game – except that it's pretty unusual, uses objects in a very imaginative way and even has its fair share of aliens!



GETTING GOING
PUSH BODY, GET SPADE, GET BOTTLE, EXAMINE CAR, ENTER CAR, GET RAGS, SEARCH GLOVE COMPARTMENT...

Title: *Corporal Stone*
From: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX
Price: £2.49. Cheques and PO's payable to Zenobi Software, overseas add 50p or £1.00 for airmail.

TEXT	■■■■■■□□□□
VALUE	■■■■■■■□□□
PERSONAL RATINGS	■■■■■■□□□□

NEWS

PROBE POPS UP AGAIN
As mentioned a while back, Barbara Gibb has indeed taken over the editorship of the longest running adventure fanzine – **Adventure Probe**. Apart from a new editor there have also been a few other changes. The price is now £2.00 per issue and there are one or two minor style/column changes. If you fancy a sample copy then send your cheques and POs to: Adventure Probe (c/o Barbara Gibb), 52 Burford Road, Liverpool, L16 6AQ.

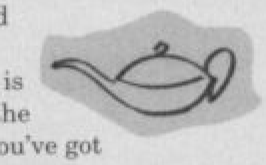
DEEP CHROME

By: Compass Software

If you've been paying attention you'll have seen *The Anttilis Mission* by Compass Software featured on a YS covertape a while back. Guess what? This is the sequel! Now depending on your adventuring abilities you'll either say 'yahoo' or 'boo hoo'. *Anttilis* was a bit of a toughie y'see, so I'm pleased to say that this follow up is a good deal easier.

Once again you assume the mantle of the hapless Captain Alan Henson of the mini-sub Anttilis. This time you've been called upon to investigate the cause of a huge rip in the ocean floor. An unmanned craft was sent down to have a look around, and it managed to pinpoint the location of mysterious caverns and tunnels in this fissure but then, rather unexpectedly, it was destroyed. Who or what caused this destruction is just one of the questions you've got to answer.





In next to no time you are flopping around in the deep blue sea in your bathtub-sized diving bell heading down into the dangerous depths. All the good features have been retained from the previous adventure, the best

NEWS

DELBERT HAMSTER SQUEAKS NO MORE!

Lunatic adventure guru Scott Denyer has been forced to pack it all in. He's going to be so busy at college, university and/or piloting Concorde that his **Delbert The Hamster** label is heading for the last round-up. Scott insists that it's not the end of his contributions to the adventure scene. Oh dear, wonder what the rodent will come up with next?

of which being the numerous pull-down menus that show things like your oxygen and pressure status in graphic form. Keeping an eye on gauges, dials, air supply etc is a part of the game and adds a strategic element to the usual adventurey-type things you have to do.

All the action is punctuated by heaps of sound and screen effects... just try flooding the diving compartment and see what happens – a simple yet effective technique. One great thing about the game is that most of the important messages reach you via a communications link with your back-up team. They scroll along the top of the screen in a tickertape fashion. When you hear the sound of an incoming message, you'll stop what you were doing and pay special attention to it. More often than not, the message will leave you shaking in fear and wondering how you'll ever manage to complete any of the tasks you are given. One such early message charges you with the task of carrying out running repairs on the propeller.

There's problems and locations a-plenty, and main themes in the game include having to deal with the fish man and the seaweed, entering the fissure and the chamber and also see what you make of the mysteriously titled Hidden Chamber of the Aqua King. Gulp! Seriously folks, this is a quality *PAW*ed text only game (though with loads of special effects and playability enhancers) from a guy who's been around for fifteen games and hundreds of years. You'll hardly put a foot wrong thanks to the helpful messages that appear when you examine most items, and despite being an unusual (and unpromising) theme it delivers the goods in more ways than one. And it's cheap to YS readers too!

Title: *Deep Probe*
From: Compass Software, 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB
Price: £1.49 (Special YS readers price – normally £1.99 tape) or £1.99 SAM Disk, (£1.99 +D disk) cheques and PO's payable to Compass Software, overseas add £1.00 for airmail.

TEXT	■■■■■□□□□□
VALUE	■■■■■■■■■■
PERSONAL RATINGS	■■■■■■□□□□

THE GOLDEN LOCKET

By: Keith Burnard/Zenobi Software



The Golden Locket differs from most other adventures in that it was written using Tartan Software's *Adventure Builder System (ABS)*. What does that mean? Not a lot really except a slightly slower screen refresh rate, though apart from that everything looks very *Quill*-like.

On to the game... you are sitting in front of your TV late at night watching one of those old westerns. "Put your hands up!" a voice cries. You think it's part of the film until you notice the three desperados standing before you. They search you and take the present you had bought for your wife, the golden locket. Each villain pockets a piece (chain, locket and photo) and they run off sniggering! Naturally you run after them in order to get your property back.

Once play commences properly, and you get down to some problem solving you'll see that the author, in all his wisdom, has decided to make things unbearably difficult right from the start. There's a bear who kills you at every opportunity, and even the help-sheet that I had by my side was hopelessly hopeless – giving the wrong information at every stage. The bear can eventually be dodged, though even after that there are more horrible twists and turns to endure in your search for the Locket. I'd be more inclined to let the baddies keep the flaming thing and buy the wife a nice frock instead!

All in all it's a pretty hostile game, both the parser and the setting that is, but it should prove to be a challenge for those of you who want to *really* test your mettle. Even with the help-sheet I doubt if you'll solve it in much under six weeks. I tell you what, if you are the first one to solve the game and tell me the ending (write to the usual YS Adventures address) I'll proclaim you master adventurer and send you some fabbo adventure goodies... you'll definitely deserve them!

NEWS

ZENOBI PLAGUED BY RAT INFESTATION

The rat in question in this instance is a whole batch of Delbert The Hamster games on +D disk and in compilation format. Yep, seems that Zenobi, in all their undoubted wisdom, have decided to take on DTH's range of games. It's called ***A Handful of Hamsters*** and features: *Aunt Velma, Star Flaws, Raymond Pringle, Larry The Lemming, Desmond and Gertrude, Snow Joke and Brian* and *The Dishonest Politician*. Undoubtedly astonishing value for money at just £4.99 – the games featuring Brian and Desmond (and Gertrude) are nothing short of excellent. Most are spoofish in nature and are well worth owning! Orders (accompanied by cheques and postal orders) to: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. Overseas customers should add 50p (or £1.00 airmail) to cover the extra postal costs.

Title: *The Golden Locket*
From: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX
Price: Cheques and PO's for £2.49 payable to Zenobi Software, overseas add 50p (or £1.00 for airmail) to cover the extra postal costs.

TEXT	■■■■■□□□□□
VALUE	■■■■□□□□□□
PERSONAL RATINGS	■■■□□□□□□□

TO PROTECT AND SERVE

SPEC TEC JR

Got a problem? Get it solved! With

NUMBER SIX

SPEC TEC Junior



Where's our Spec Tec, Number Two? We'd really like to know.

To recap from last ish: I resigned. I was kidnapped. I've been brought to the Village. I want my mummy. Still no luck in escaping this place. I can't even get real bourbon here – only this Genuine Non-Alcoholic Bourbon stuff. And it's expensive at fifty work units a shot too. Maybe that Number Two will realise soon that I'm not coming back to work for YS at any cost. All I want is a holiday! And those Rovers aren't much fun either – darned big white blubbery things. They should be banned.

All I was doing was going for a little walk in the surrounding countryside, minding my own business, when one comes along and knocks me out. It isn't as if I was running away from the Village or something – I was just going for my morning jog. I'd have come back afterwards. Honest.

HAMMER INTO ANVIL

I owned a Speccy +2 until I decided to start prodding a screwdriver into the expansion socket. *(Yes. Go on. Number Six)* Now whenever I turn it on the screen fills up with flashing squares as if it has crashed. Nothing will work, not even the reset button. *(Surprising really... Number Six)* So will I have to buy a new Speccy or is there a way of fixing it?

Daniel Birch
Offerton, Stockport

Well, what can I say? Apart from the obvious: don't try to stick things in the back of your machine (like screwdrivers). Also, as a general point, you shouldn't plug anything into the expansion socket (or disconnect anything from it) when the power is on, as it can SERIOUSLY DAMAGE YOUR MACHINE! In this case, it could be any number of things – the four favourites for being damaged are the memory chips, the ROM chips, the Z80 itself and the paging hardware. Foolish, citizen, very foolish. **Number Six.**

IT'S YOUR FUNERAL

What's the IO port address that controls the +2's RS232 port? Does the same IO port address control the +2's MIDI OUT port or is that a different one? Re the ASCII search listing in YS April 1989 – what happened was that David McCandless made a perfectly working hex dump of the first 256 bytes of the Speccy's ROM. *(Tell me something I don't know. Number Six)* There were details next ish about where you could get a fixed version from, but the correction was never printed in YS. It also happened to *The Hacker* printed in the same issue. *(Actually, what happened was the* Sound Sampler *hex listing ended up where the* Hacker *listing should have been. Number Six).*

Re interrupts – you omitted to say where BASIC's key scanning routines were! You probably know what it is, but some readers don't. In short, if you're running an interrupt routine from BASIC, make sure you end the routine with either JP #0038 or RST #38 to call the IM1 routines. It's good programming practice to start your interrupt routine with a DI.

You only have 1/50th of a second for your interrupt program to work in – and if you overstep this time limit with interrupts enabled, your program will get stuck in a rut as the interrupt routine repeats itself indefinitely! Not so with a DI instruction.

One last question: what's Fourier Analysis? It's got something to do with multi-channel sound simulation (I think).

Richard Swann
Camberley, Surrey. (Internet: rps92@ecs.soton.ac.uk)

Ah, the eminent Mr Swann! First the answer to your question: The RS232 and MIDI ports (along with the AUX socket) are accessed via the AY-3-8192 sound chip – using register E. This is because it acts as a data control system as well as a sound chip – the Atari ST uses it to control its disk drive!

Fourier Analysis is a way of making specific shaped waveforms by combining frequencies and amplitudes of sine waves.

And now my big answer of the day: First of all, it isn't a good idea to CALL &0038 during interrupt routines – because on exit, it RE-ENABLES INTERRUPTS! CALL 703 (decimal) should work on most machines. It won't update the frame counter though.

Secondly, please don't tell me how to use interrupts. It doesn't matter whether it's good practice or not to disable interrupts on entry – YOU DON'T NEED TO. When an interrupt occurs, the Z80 AUTOMATICALLY DISABLES THE INTERRUPTS. Somehow I'm getting a feeling of déjà-vu here... Oh, that's why – I printed that exact same comment in issue 85. Ho hum. **Number Six.**

THE TALLY HO

- Mark Jones needs an instruction manual for the Speccy 128k+. His address is 69 Middlefield Lane, Gainsborough, Lincolnshire, DN211UN.
- Someone needing a +2 manual is Mr S A Brown. He'll be willing to pay for it. Contact him at 28 Gwebe Crescent, Witham, Essex, CM8 2HY
- On the back page of the 48k Speccy manual, a mention is made of '100 Programs for the ZX Spectrum' – a book and a tape by Ian McLean and John Gordon. Francis Smith would like to get his hands on both of them, although either would be gratefully accepted. He will pay any reasonable price in sterling for them too. His address is PO Box 417, Richmond, Natal 3780, Republic Of S Africa. He can also give a UK delivery address if required.
- If KRW (ish 83) will get in contact with Greig S Muir, he'll send you his Multiface 128 instructions. Write to him at 16 Kinrossie Terrace, Downfield, Dundee, Angus, DD3 9RL. (Greig, the address of Domark is Ferry House, 51/7 Lace Road, Putney, London SW15. (☎ 081 780 2222)

CRACKED!

SPECIAL INVESTIGATION SOLVED

WE'VE STARTED SOMETHING

Here is the serious bit of this issue. If you feel any adverse side effects you should either go off and read the captions, or play a game from the covertape. Crash helmets may be worn, but are not mandatory. We hope you enjoy your flight. Thank you.

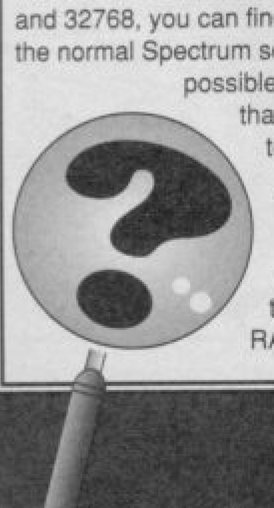
I'll be splitting this little course in paging knowhow over the next three issues – this issue: Spectrum 128K and +2. Next issue: +2A, +2B and +3. And after that, the SAM Coupé. Collect the set, make them into paper doilies or something. Anyway, down to business...

Inside your Spectrum (or Coupé) is a Z80 processor. This processor has a 16-bit wide address bus, which in layman's terms means that it can only access 64K of memory at any one time. "Aha!" I hear you cry. "But if that's true, why does my Speccy have 128K embossed in silver on the case then?" The answer is PAGING. Basically, paging is a method of switching chunks of memory around. It's a bit like a TV set – you've got four channels you can watch, but you can only watch one at a time. What the processor sees is a certain 64K of memory, which is chosen for it out of larger amount of memory by the paging hardware. The memory that this hardware sees is both the ROM and the RAM of the computer, split up into 16K chunks (called, inevitably, pages). This hardware works by waiting until the processor needs memory, finds out what address it's asking for, then connecting the processor to the correct page.

So depending on the setup of the paging hardware, the processor can be made to use memory from any section of the whole memory map. You'll see the 128K memory map if you look in the back of your manual, but if you can't be bothered to flip a few pages or use the index, here it is in all its magnificence.

Address	Section	Contents	Hex
65535	D	RAM 0-7	&FFFF
49152	C	RAM 2	&C000
32768	B	RAM 5	&8000
16384	A	ROM 0 OR 1	&4000
0			&0000

The ROM sits between zero and 16384. It can be one of two ROM pages on the 128K – the Editor ROM and the 48K ROM. ROM One is the 48K Spectrum ROM. ROM Zero is the 128K ROM – the one that holds all of the lovely menus, test card features, etc. Between 16384 and 32768, you can find RAM page five. This is the normal Spectrum screen page. It is possible to change the page that the screen is found in to page seven – leaving you that page totally free, so that you only have to page in the screen when you need to change it.



RAM page two appears between 32768 and 49152. Quite why this should happen, no one knows. Maybe there was bad weather in the Himalayas when Uncle Clive designed the paging, or something. And finally, between 49152 and 65535, you can put any RAM page. So this is where you can find the rest of that 128K of memory. You can even put pages two and five here as well, if you like – though why bother? You've already got them both paged in anyway. If you paged in pages two or five, you'd have two copies of them in your memory map, identical in every way – what you did to one of the copies would also happen to the other. Quite what use this would be to you is another matter entirely.

How is this all controlled then? What do you do to alter where the memory is paged in? Well, there's a Write-Only port at address &7FFD or 32765 for those of you who like normal numbers. *(Like me! Jonathan)* Basically, write-only means you can, erm write a value to the port, but you can't find out what it contains by reading it. A bit inconvenient, but there you are. (Probably that nasty Himalayan weather again.) Depending on what value you give it, the paging changes. Figure two shows what each bit of the paging byte does. (It's up there at the top of – ho ho – the page.)

BIT	0	1	2	3	4	5	6	7
	These bits make up a number (zero to seven) which tells the computer which page to keep in section D of the memory map.			This bit decides where the computer looks for the screen. When it's reset (zero) the Speccy looks in page five. If it's set, the screen is at page seven.	Bit four controls which ROM page is in section A. When reset, the 128K Editor ROM is paged in. Otherwise, the 48K ROM is paged in.	If this bit is set, the system is locked into 48K mode – no further paging can be made.	These two bits don't do anything, the scamps.	

Figure 2

Clear as mud? Let's try an example. Referring to figure two, what do you think OUT 32765, 31 will do? Yup, it puts page seven in section D of the map, with the Editor ROM in section A, and the screen in page seven instead of page five.

JUST A LITTLE NOTE

Usually, page zero is in section D when BASIC is in use. Also, page seven is used by the BASIC system for various buffers and scratchpads – so if you have BASIC still running, with your screen in page seven instead of page five, the screen data may be corrupted.

NOTES FOR MACHINE CODE PROGRAMMERS

RAM pages zero to three and the two ROM pages are UNCONTENDED memory – ie they run at full speed. However, pages four to seven are CONTENDED (shared) with the Speccy's video system. So if your routines are very heavy on timings, then keep them in pages zero to three. Also, if you use interrupts, DON'T have the I register pointing to part of the memory map containing contended memory, as this interferes with the video system, and can crash your machine. If your routines crash when you're playing with paging, a good thing to check is if you're actually paging out part of your routine! (It happens to the best of us.)

Another thing to check for is where the stack is – you may be paging that out too...

A QUICK TIP

A quick tip, courtesy of the PD community, is to go into 128K mode and enter USR 0. This drops you into 48K mode but with all the memory pages active. Handy if you don't like the 128K screen editor. *(Like me! It's the most appallingly unfriendly programming 'aid' ever. Was it written for a bet or something? Jonathan)* Erm, quite.

In the next ish the +2A, +2B and +3 go under the microscope.

BE SEEING YOU

Good morning all – it's another beautiful day. I've just finished my chess game with that nice old man. Beat him with an eleven move checkmate too – I'm pretty proud of that, actually. But back to the problem of getting out of here. I need to get out soon – it's driving me mad. Never the same Number Two for more than a week... Reminiscent of the recent landslide of editors that YS has had! But how to escape...?

I think I've cracked it. I'm going to dispose of Number Two, and then I'll get to see Number One. That way, I'll be able to trick whoever it is (using technobabble and my trusty Speccy) into letting me go free. All it will take is a little bit of planning beforehand. So if you can think of any way of getting me out of here yourself (or need any help) then write to me! The address, as usual, is **Number Six, The Village, c/o Spec Tec Jr, YS, 30 Monmouth St, Bath, Avon, BA1 2BW**. Oh yes – don't send me saes, as although I read every single letter I get, I can't answer them except through this column. Sorry.



ERNIE
THE PSYCHOTIC MADMAN
'WRITES A LETTER'
BY PHIL McCARDLE
ONE QUIET SATURDAY AFTERNOON....
CLOSER... CLOSER...
CONSOLE FREE MAG
BLAH-BLAH-WAFFLE-ANON, ANONSHIRE. - WHAT A HILARIOUS AND POTENT STAR LETTER! HAVE 3 FREE GAMES. YOU LITERARY GENIUS! - ED.
TING!
UM -OH!
ACME SPACE FILLER
VIP!
BRAIN CELL ON OVERTIME
SCRIBBLE!
SCRIBBLE!
SCRAWL!
Dearur Yor Sinklair: pleez give uz thu star lettar oar elz i wil doo yoo in. All thu best, ERNIE.
POST BOX
DAYS PASS...
WEEKS PASS...
DISTINCT ABSENCE OF POSTAL ARRIVALS
AND MONTHS...
STOMP
STOMP
FUTURE PUBLISHING
ROYAL MAIL
AAAAGH!
WALLOP!
THUMP!
SMASH!
OUCH!
BOOM!
CRUNCH!
KER-ACK!
OOF!
SMAK!
SMASH
FUTURE PUBLISHING OFFICES
OH, GOOD AFTERNOON, HOW MAY I HELP YOU?
COME ERE!
DON'T MOVE! YOU ARE SURROUNDED!
BEE-WAW!
BEE-WA
BEE-WAW
WRONG OFFICE, SON (OUCH) FUTURE IS NEXT DOOR. THIS IS THE POLICE STATION AND I'M THE CHIEF INSPECTOR. MAY I HAVE YOUR NAME, PLEASE?
WHOOPS

SAM CENTRE

WEST COAST LETTER TELLS ALMOST ALL

As another month passes without news on the West Coast rescue bid, word reaches us that the company is sending out around six thousand newsletters to let people know exactly what's going on. Having had the details of the letter read out ot us over a crackling phone line by one of the lucky few to have a copy so far, it appears that the main point of the newsletter is to give information on six related SAM companies and to promise great things for the future.

About itself, West Coast has to say, 'We were formed in early 1992 with the express intention of taking on the UK sales franchise for the SAM.' After relating the tale of SAMCo's collapse, the letter goes on to state 'SAM is now back in production,' and 'despite the long delays in buying the rights, we still see a bright future for SAM and SAM users.' Specifics on the West Coast deal are notable by their absence. (Apparently the receiver is *still* dithering over signing on the dotted line.) The letter closes with the interesting information that West Coast now has a base of offices – it's sharing premises with Blue Alpha Electronics. If you haven't received these by now, get in touch with West Coast and they'll send you a copy.

SAM SPOTTED IN HIGH STREET SHOCK!

Bless John Menzies and the New Year sale raid-the-warehouses-and-knock-out-what-you-find mentality. At the time of writing (mid-January) if you push aside the piles of unsold consoles, you can still find MGT Coupés, boasting 256K and one drive, for the rather attractive price of eighty pounds all-in.

POST BOX

Phoenix Software Systems,
Martin Scholes, 5 Beacon Flats,
Kings Haye Road, Wellington,
Telford, Shropshire TF1 1RG

West Coast/Blue Alpha,
Abernant Centre for Enterprise,
Rhyd-y-Fro, Ponterdawe,
Swansea SA8 4TY.
☎ 0269 826260

FRED Publishing,
40 Roundyhill, Monifieth,
Dundee DD5 4RZ

RETURN TO DEMO CITY

After rounding up the ever so few Coupé demos two months ago, we had a couple of letters asking just what the heck was ESI's 'loads-of-balls-wibbling-around-in-patterns effect' that put them at the top of the demo tree. In the same postbag, FRED 28 arrived bearing a brand-new demo called Fish and Chips. Putting two and two together thanks to the inspirational qualities of a packet of Fruit Pastilles, SAM Centre is stickily proud to present a mini-Public House.



Zlutek, yeah! He made music, you know. He was a great influence on Dizzy Gillespie and that man who sang 'Shaddapa You Face.' Little known facts, but very true.

SURPRISE
by ESI

This was the first SAM demo of any note, and was once given away with an issue of the SAMCo Newsdisk. (No wonder nobody's heard of it, boom boom.) Fortunately, it's PD so you can now get it from just about any SAM PD library. Anyway, longtime followers of the nauseatingly talented ESI will be pleased to see it features plenty of Speccy-ish effects such as bouncing and sine-wave scrollies.

It's a two-parter which opens with a madly-scrolling starfield, a massive bouncing scrolly and an two orbiting ESI logos. Speccy owners will no doubt sniff loudly and murmur, 'How quaint' even when told of the sparkling music (well, sparkling bar of music that keeps repeating, anyway). However, being the first SAM demo that didn't whang sprites around the screen using BASIC's MEM$, it knocked Coupé owners for six. But! There is, as they say, more. A quick press of the SPACE bar reveals the proper bit of the demo – coloured bob balls a-go-go. This famous part is very addictive, containing ten or so patterns you can flip between using CNTRL. It scores over the Speccy version in *Shock* by (a) the use of colour and (b) the improved music. (Okay, so I said the soundtracks were identical in the review of *Shock* a while back but I was wrong.)



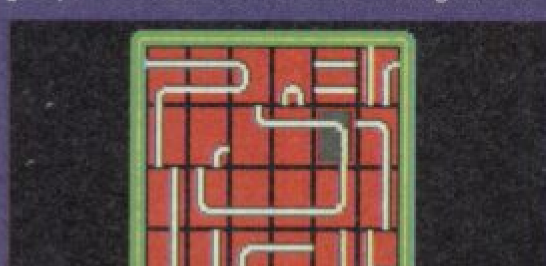
DYADIC

Phoenix Software Systems/£13.99

Dyadic. Hmm. Phoenix assure us that the name means 'two units treated as one' but those medical connotations just won't go away. Anyway, what we have here are two games, *Snake Mania* and *Craft*, effecting a happy coexistence on a single disk. And do you know what? *(What? Jonathan)* I'm not going to review them separately.

But why on Earth not?

Well, it's not because they were both written by a Mr Maciej Kasatkin of the ESI coding group, who shows off his demo writing talents as usual with bouncing scrollies and flying logos with built-in inertia all over the shop. It's not because they both have a variety of rather good tunes (written by Anorzej Mielcarek), but are lacking in good juicy sound effects for when you get killed or something. Neither is it because they both have high score tables with a rather slow left/right control for entering your name rather than just quickly and easily typing it in (although *Snake* does have, as an added bonus, a rather novel scrolly saying words to the effect of "well done, you got x points, and you rank nth". That sort of thing).



What sharply-defined graphics! Sort of like a circuit-y lozenge floating in space. Or something. (Man.)

No, the reason why I won't be reviewing them separately is because they're both puzzle games and as such, deserve to be treated with at least a heaped tablespoonful of contempt. For heaven's sake, don't you think we've got enough darned puzzle games? Do we really need another two to add to the thousands already available, as opposed to the two or three mediocre shoot-'em-ups, arcade adventures and beat-'em-ups? Now there's an idea – how about a *Target; Renegade* thumper or something? There is not a single SAM beat-'em-up game available. Is is really that i mpossible to program something other than a puzzle game? I'm sorry, but I've really had it up to here with puzzle games!

SAM Centre



Greetings Earthlings. My name is Swalg T-15 from the planet Norman, and I'd like to say you're the best audience I've ever had. Give yourselves a hand. No, I mean it.

That's it, basically, apart from the typically, erm, 'European' scrolly which contains the 'classic' programming joke: how many programmers does it take to screw in a light bulb? Answer: none – it's a hardware project! (Well, perhaps less a 'classic' programming joke than 'the only programming joke there is'.) The first part is nothing to get hoppingly excited over, but those spinning, swirling balls still pack a punch. Terribly hypnotic, and probably not at all healthy, *Surprise* is enormous fun all the same. Now if you'll excuse me, I have a sudden urge to take off my trousers and sing 'Bim Bam Baby' to Andy O.

70%

FISH AND CHIPS
by Electron Affinity

Regular SAM Centre readers will be not at all surprised to see the words 'FRED Publishing' spring out of nowhere. The 'premier' Coupé publisher (in the 'My God they're everywhere, has the Monopolies and Mergers Commission heard about this?' sense of the word), FRED has snaffled *Fish and Chips* and made it their own – you can only get the demo as part of Issue 28 of FRED disk magazine. (So that's the 'public domain' tie-in shattered then, but we'll plough on regardless.)

Fish and Chips is a three-parter featuring, quite naturally, a large amount of aquatic creatures and some cut potatoes. The first part is a fine demonstration of the PALETTE command as various denizens of the deep zap across the screen at tremendous speed, changing colour as they do so. A gentle lean on SPACE and the second part pops up. This is a scrolly special, with yer basic message zooming across the screen and disappearing into a shark's maw. Oh, and there's a bouncing Electron Affinity logo in one corner. The scrolly goes on for ages, and is really very funny, even if punctuation seems to have gone out of the window. I especially liked the greetings section, which starts sensibly enough, but

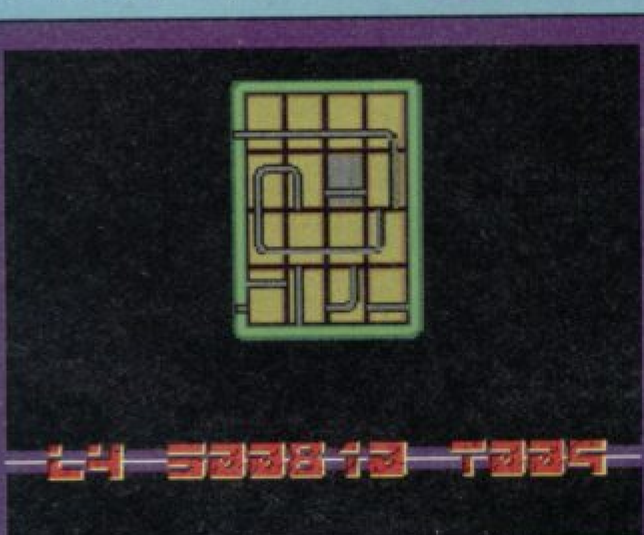


Leaping to his feet, Jake slugged Mad Dan, the cowboy standing to his right, then dived away through a window.

ends up with hellos to several people called John, every hardware manufacturer ever, lots of people with the letter combination 'od' in their name... and so on. This silliness is accompanied by a rather nice and very mellow tune, which is a welcome change from the usual drum beat mania.

The last part of the demo is another huge scrolly with some things flying about the screen. It's another fun-packed wibble trip that occasionally remembers to mention fish and chips in order to justify the title of the demo. All in all, a very enjoyable piece of writing with a few nice effects tacked on.

72%

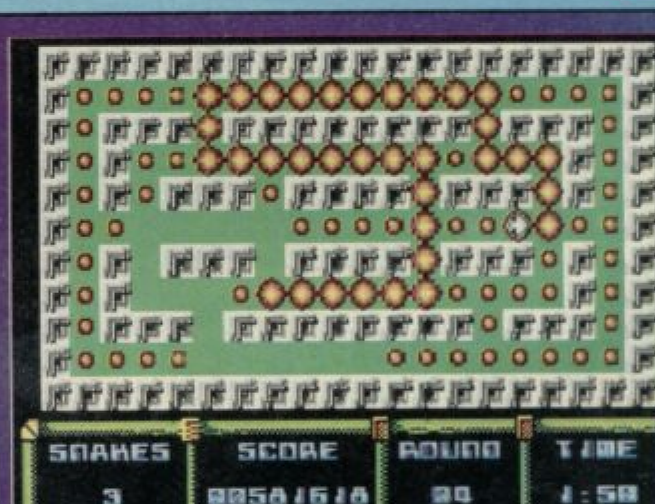


What does the great void represent? Is there some cosmic truth to be discovered in the blank beyond? Or have I just been watching far too many late night repeats of The Outer Limits? Oh. Thought so.

There there, calm down. Drink this cup of Ovaltine

(Slurp). Ah, that's better. Right, I'm fully relaxed, and my mind is perfectly composed. The fact is, here we have two puzzle games, and no amount of screaming and kicking and pulling one's hair out is going to alter that. What I shall now attempt to do is to briefly run through the context of each game, weigh up the pros and cons, and then give them a ridiculously low mark solely because they're both puzzle games! (Snarl, dribble). Sorry. Right, *Snake Mania* first. This game sees you in control of a snake which you have to manoeuvre around a maze eating the obligatory dots. As you eat them, the length of your snake increases proportionally, and you have to plan your route a considerable time ahead so as to avoid running into your own tail, which presumably kind of gridlocks you so that you eventually die of starvation or something (you lose a life, in any case). The idea, very simply, is to eat all the dots before the counter runs down to zero.

Craft is is another incredibly simple concept which is fun to play, but it's hardly new ground. Here you have to shuffle and rotate tiles to form closed pipes before, again, the timer runs out. Pretty novel – not.



The Lower Third had pulled ahead by three goals to two when the half-time whistle blew. Tired but happy, Walton's chums stood to one side and sucked at their oranges, discussing tactics and congratulating Lamprey's performance in goal, when they suddenly became old-hat.



Not as easy as it looks, this game. For example, only yesterday I was playing Level Three, and, thinking I was doing well, relaxed my guard slightly. Next moment I was viciously attacked by a llama.

One from the heart

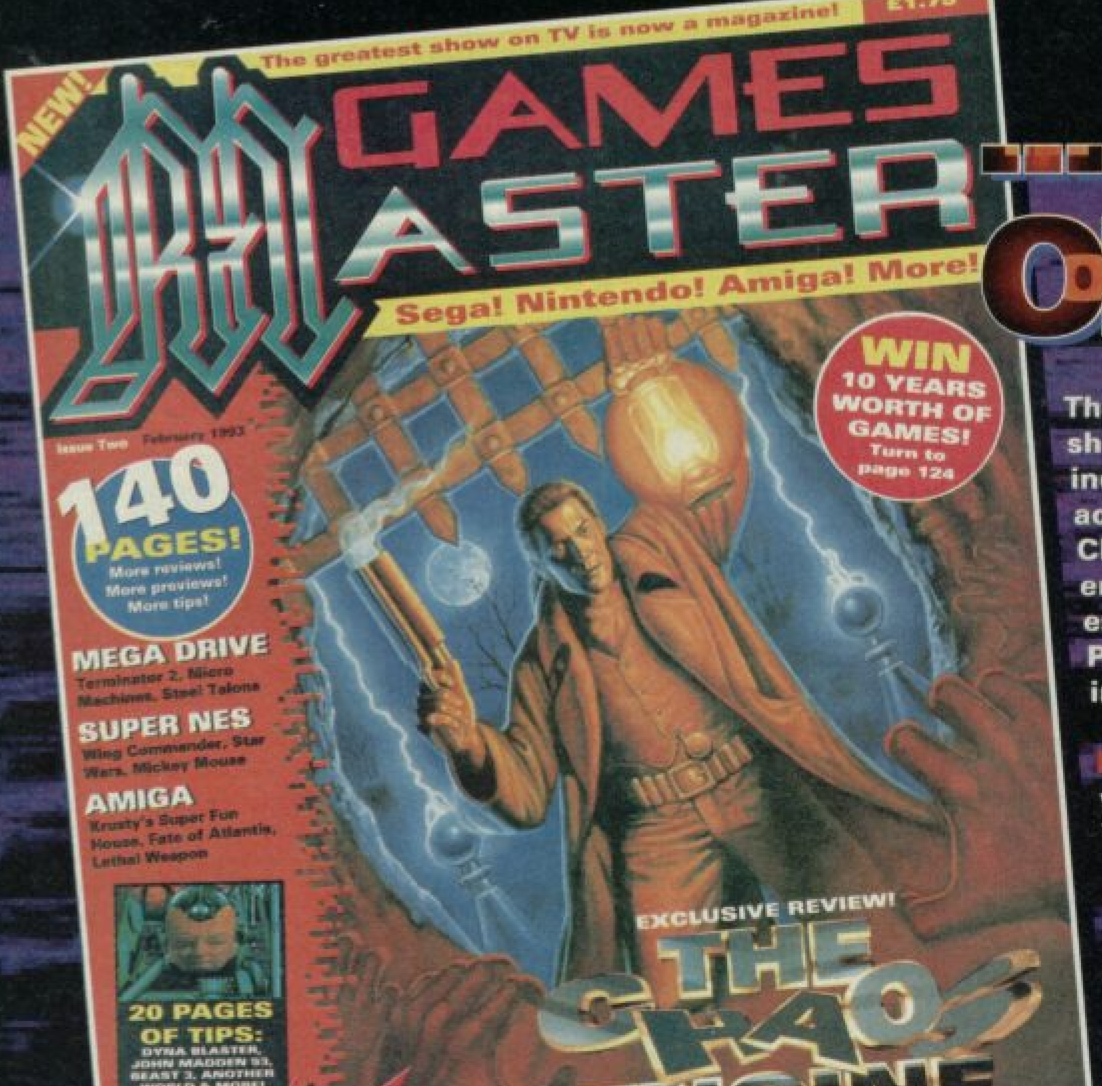
I know what you're expecting. You're thinking, he's not really going to give *Dyadic* a bad mark just because it's only a couple of puzzle games. I mean, they're probably quite playable and quite original compared to other puzzle games, right? Wrong. In a flooded market like this, *Dyadic* would have to be pretty spectacular to worth buying over any other game, and I'm afraid that it isn't. Just another couple of average puzzle games. So, for the sake of my sanity and the continued wellbeing of Coupé owners everywhere, here's a plea from the heart to all SAM programmers. For heaven's sake, write something else!

Craig Broadbent

45%

GAMESMASTER

THE GREATEST SHOW ON TV...



...IS NOW ON PAPER!

The second issue of GamesMaster is in the shops on Thursday January 21st, and it's incredible! Guiding you swiftly, gently and accurately through the storm of post-Christmas software releases for every major entertainment system, GamesMaster is *the* essential purchase for today's video gamer. Particularly excellent highlights this month include:

- A **FREE** pair of 3D glasses, with which you can view the thrilling GamesMaster 3D TV Spectacular!
- A **GIANT** Chaos Engine poster with 3D bits on it from the TV Show.
- The chance for 10 winners to collect **A YEAR'S WORTH OF FREE GAMES!**

SECOND ISSUE IS ON SALE THURSDAY 21ST JANUARY

MEGA DRIVE, SUPER NES, AMIGA, NEO GEO, PC ENGINE, MEGA CD, GAME BOY, GAME GEAR AND LYNX!

REPLAY

Life getting on top of you? Well, here's another health-giving dose of Replay. (Take twice daily after meals.)

Smash TV

Hit Squad/£3.99
☎ 061 832 6633

Oh, I can't leave behind my washing machine! It's no good, the speech bubble has to appear from somewhere. I think I'll hold Andy's Gary Glitter jigsaw hostage unless my washing machine appears with me. What do you say, Andy? *(I'll do anything, anything at all. But please... please don't touch my jigsaw. Andy O) (Just a word of advice, Steve. The only thing threats get you is a little pink piece of paper. Ed)* Oh, erm, right. Fair enough. Anyway, enough of my problems, let's talk *Smash TV*!

It was originally released in 1990 and was greeted by the computer media as "quite a good game, really", and rightly so! Not only is *Smash TV* nice and easy to get into and play, but it's also mind-numbingly addictive. The essence of all good games, I'm sure you'll agree.



Good evening ladies and gentlemen! Nice to see you, to see you nice! Ooh, shut that door! Come on down! Didn't he do well etc.


The day the discil came to life was truly terrifying. All over the country people spontaneously combusted.

The plot of the game is very much like that of *The Running Man*. You're a contestant on a game show with your life at stake if you fail. Sounds like Family Fortunes to me, except with an ounce more credibility!

You take control over your (rather nicely designed) sprite with his little gun, and must guide him through, ooh, several screens on each level before meeting the normal end-of-level guardian. On each of the screens are nasty things, from blobby doofuses that follow you everywhere to Mr Shrapnel, a lardy bloke who you can shoot at for a while before he explodes! Yes, it's hours of fun for all the family....

Shooting certain baddies will give you power-ups, and these can range from a few seconds of immunity to extra lives, with rapid shots, three-way fire, circling orbs (Hey, The Orb!) *(Pulsating! Ed)* and smart bombs hustling together in between, in no particular order. The extra lives are certainly needed, because lives come and go faster than you can curse your tardy reactions. At least they do for little old me!

There's four levels of this before you get to the end-of-game custodian, the show's host himself. The inlay says he's insane and only understands total carnage. Still sounds like Family Fortunes to me! Ho hum.

Well, that's the descriptive bit over, now for the game itself. What's it like? Well, if I didn't say it was brilliant then I would be madder than Mr Dribbly (the people's hero).

The graphics are big, fast and colourful, and stay true to the coin-op original, but the sound effects are unfortunately lacking. Little more than "farty noises" to quote Andy (the almost jigsaw-less). But who cares, the game's an absolute blast! Almost as much fun as half-a-dozen humanities students (and that's a biscuit barrel full of fun)!

Something worth bearing in mind is that I've just given *Smash TV* a higher mark than the NES version got in Total!, and the Speccy version costs 10% of the NES price. Good old Uncle Clive, it's hard to believe he now runs a pharmacy in the wilds of Gloucester.

Steve



91%

Five more mysteries for Dr Züm

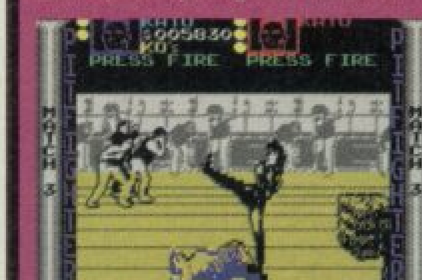
- Why Sinclair User gave *Pit-Fighter* 88%.
- How the KLF got Gary Glitter to record Gary Joins the JAMs with them in a squat in South London. *(Persuading Tammy Wynette must have been quite a job too. Ed)*
- Where Violet Berlin's dress-sense comes from. *(My friend Noelene around the year 1984. Ed) (Do you just want us to call you Dr Züm? Jonathan)*
- Why on earth I'm STILL taking a degree in bally Software Engineering
- How Jonathan always rings when I've gone to Tesco.

Pit-Fighter

Hit Squad/£3.99
☎ 061 832 6633

Hey, it's 1993 and all the European barriers are down! I was thinking of doing a review in German as a bit of a celebration of the fact, but my German vocabulary is either obscene or "Sprachen sie Englisch". *(Actually, it's 'sprechen' not 'sprachen'. Ed)* Exactly. Anyway, just as I was ready to scrap the idea Linda gave me *Pit-Fighter*. Hmm, perhaps it's possible to do the review using the prior example alone...

Only joking there, YS is a family magazine in any country. But let's face it, *Pit-Fighter* is, well, crap! Jonathan managed to sum up everything last month in the review of the *Super Fighter* compilation, but hey! Let's think happy thoughts instead.



Madame Doris could teach a pig how to high kick. In her youth she was a Bluebell girl and had all of Paris at her feet.

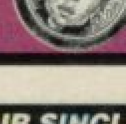
Pit-fighting is your average pummel-someone-to-death sport. It's more illegal than owning an Oric-1, and all the action takes place in a pit. Could this be where the name comes from, perhaps? You have six moves to your advantage. Kill your opponent and you go into a pointless Grudge Match, where you just hit a clone of yourself. To quote Jack Dee, "Huh!"

The graphics are huge, and keep rescaling (probably because the programmer's proud of his rescaling routine) so it takes an aeon or two to update each frame, and everything jerks. The view you have zooms in and out faster than me with a touch of botty trouble, and for absolutely no reason at all! It's ridiculously hard to line up with opponents and weapons due to all this, so when one kick hits 'em, don't move back or forth!

Another thing... I'm the first to admit that I'm crap at a lot of action games, but on my third go I managed to get through seven rounds and into the championship! My technique was unusual in as much as I just wanted to see the frames of animation, and wasn't really trying to play it! This says a lot about the difficulty level.

Finally (phew!) it only loads in 48k mode, but the inlay just says '128K-Select Loader option'. It doesn't work! Aargh! Disinformation! Basically, leave *Pit-Fighter* on the shelf, and buy *Smash TV* (or *Steg* if you haven't done so already) and make your Speccy feel happy. Me? I've already put in the bin, and now I think I'll scrape all the old powder from the drawer of my beloved Rinsamatic just to recover from the shock.

S



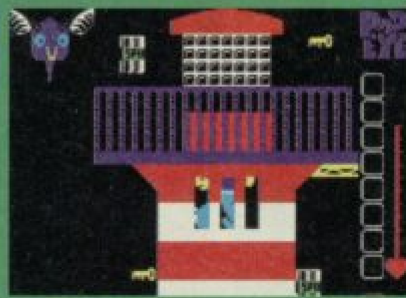
30%

Compilation

Popeye – The Collection

Alternative/£6.99 cassette
☎ 0977 797777

I think it's probably quite fair to say at this point that spinach really is disgusting muck. There ought to be an EEC regulation on maximum daily dose (there probably already is). Popeye, however, seems to really get off on the stuff, so much so that he warrants a collection of no less that three games. *(And all because of his predilection for spinach? You learn something new every day. Ed)*



'The world seems so mch more Cubist this morning,' remarked Sergeant Otter as he did something terribly interesting just inside the lighthouse where we can't see.



Bruce turned with desperate speed, but Lionel's thrust was true. The brave tanner slumped to the ground. 'If only Felicity had liked pumpkin,' he thought bitterly. Lionel wept silently that night.



'Tractor' Bill Peachley was known and feared throughout the little town of Jeremy. His fearsome bare-knuckle fighting prowess made him the undisputed champion of penny-a-point ludo.

Popeye

On its initial release, this was hailed as a truly incredible production, as it featured some of the largest colour sprites ever seen on the Speccy. But, alack and alas, *The Trap Door* jumped the queue and grabbed all the attention whilst *Popeye* went off and cried in a solitary corner.

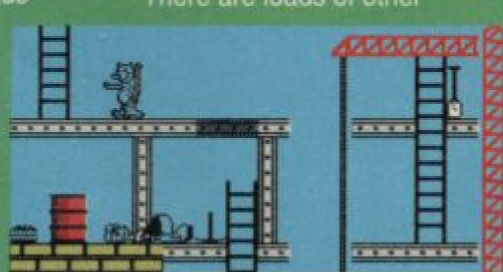
The game itself involves collecting lots of little hearts in order to win the love of the (let's face it) painfully thin Olive Oyl, whilst avoiding Bluto, a giant prehistoric bird (don't ask), a space ship (you did, didn't you), and several aliens (and I specifically told you not to). You'll find keys, spinach and loads more goodies strewn around the game, most of which are useful in some way or other.



So what's it like? Well, the graphics are nice and bouncy, with lovely use of colour and nice smooth movement. Sound doesn't seem to have been uppermost on the programmer's mind, though it does provide the odd bleep at odd times, coupled with a natty little title tune (the hornpipe, funnily enough).*(Well, spook. Ed)*

All in all, it's a funky little game that's nicely moderated difficulty-wise, with loads to explore, and *(Here's the important bit! Ed)* actually fun to play. Hurrah!

87%



It was a gripping exposé of the gulf between rich and poor .As Lady Sophia admired her diamond ring, Robert lay unconscious just short of a nourishing bun. Sadly, the film failed to take off at the box office.

Popeye 2

Ever played *Donkey Kong*? If so you'll probably recognise a definite element of that very game in *Popeye 2*. There are platforms, objects, falling barrels and a huge gorilla *(Siop lying. Ed)* Okay so there's no gorilla, and there are no points for originality either. (Not that it matters that much, you know.)

Graphically this game doesn't stand out. It's a vertical scroller, but with a flick screen (if you see what I mean). Most of the game is in monochrome, but that's no real problem, as the lack of colour doesn't detract from the game either. Sonically, it's the same story as *Popeye* , with sound effects used sparingly but, erm, effectively.

The game revolves around a simple plot, all you've got to is rescue the despairing maid Olive Oyl from the clutches of the evil Bluto (yawn). That's all. When you've done that, feel free to go home. Put your feet up and have a cuppa. Read a good book.

There are loads of other characters wandering around the game, with Swee'Pea perpetually falling off various platforms and plunging to a certain slow and painful death (except he never actually gets hurt). *(A bit like the baby in The Icicle Thief, then? Ed)* Erm, probably. Anyway, there's that chubby chap Wimpy to get past by collecting enough hamburgers to make sure he's too busy stuffing his face to notice you.

Popeye 2 is actually quite good fun, and it gets better with each play. A real grower. *(Eh? Ed)*

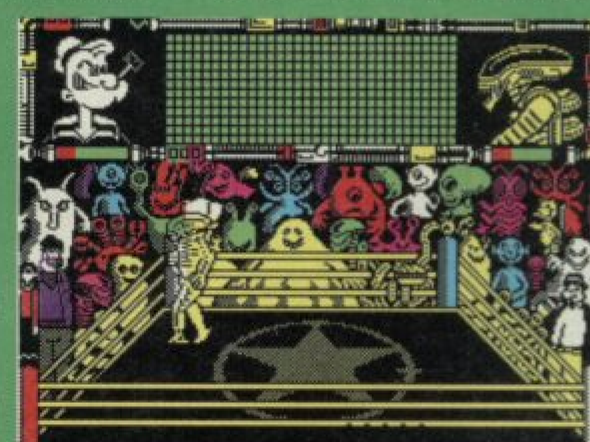
83%



It seemed like the perfect crime. Thomas Timkins insured his wife for a vast sum, then, on the night of October the fourth, left home to become a builder. But, tragically, he got it completely wrong.

Popeye 3

Oh dear, it's always the same with these compilations. There are two games you'll love and one that even its mother would have trouble smiling at. Actually, that's a bit strong. *Popeye 3* isn't that bad, but it's not that good either. The entire concept of fun seems to have been dropped by the wayside.



Thank you Aunt Silly and Benjy the performing beagle. And now on Channel Sixteen! From Hollywood! Let Reverend Jim Thighs and the Mormon Tabernacle Choir regale you an hour of meaningful entertainment. Take it away, Reverend Jim.

The hideously contrived plot runs as follows: an intergalactic wrestling championship has been arranged between all the planets, with Popeye representing Earth. That's it: it's a wrestling game. End of story.

Well, maybe not quite the end. Before I go, I'll tell you that the graphics are really quite decent, there's a nice array of strange blobs round the side of the ring watching, and a whole bunch of different looking aliens to fight.





Playing this game is, to say the least, unbelievably impossibly difficult. It revolves around getting an alien in a grapple (walking up to it), and waggling your joystick back and forth as much as possible (or pounding your keyboard through the desk). You do this twice, and then you fall to the floor. The alien then jumps up and down on your face for a while, and you start all over again.

The one easy tactic in this game is to out run your opponent, though you'll need a lot of patience, as there doesn't seem to be a time limit to the fights. *(Bit of a crap tactic then. Ed)* Look, it's not very good. Basically.

45%

Popeye 3 is a very unsatisfying game and it detracts from an otherwise Megagame-ish compilation. **Simon Forrester**



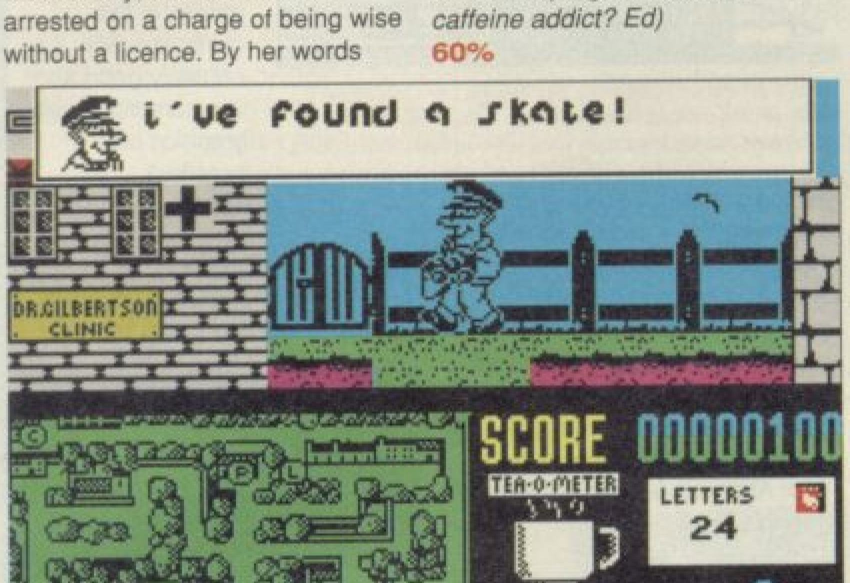
83%

Compilation

The Postman Pat Hit Collection

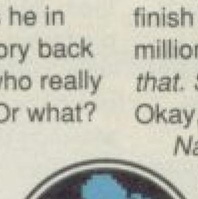
Alternative/£6.99
☎ 0977 797777

Never trust anyone with no chin, as the Wise Woman of Worcester used to say, before she was arrested on a charge of being wise without a licence. By her words then, Postman Pat is not a man to be trusted. His face goes straight down into his shirt without a break. And he's always grinning. Just what does he know? Was he in the Texas Book Despository back in 1963? Does he know who really wrote *Count Duckula 2*? Or what?



Theodore was a happy loony. Every day, on his way to Dr Gilbertson's rubber hose therapy sessions, he would stop off at the local marina and catch a lovely new fish.

Postman Pat

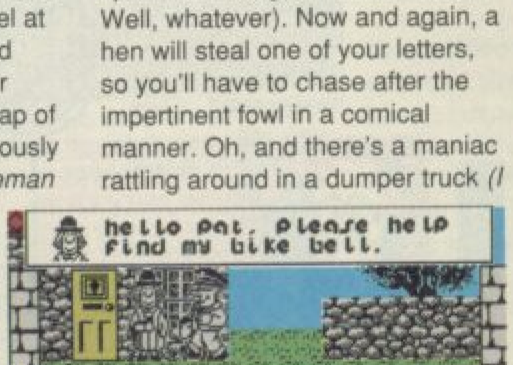


The game that started it all, *PP* is, it has to be said, a bad influence on future drivers. You can send Pat's wobbly red van along country lanes backwards at high speed without any penalty (on the easy level at least – if you play on the hard level, any scrape whatsoever reduces your vehicle to a heap of fine dust). In fact, it's suspiciously like the main game from *Fireman Sam* – drive around taking parcels from one place to another. (Of course, Sam didn't deliver parcels, but you get the idea.) You only have one hour to make all the deliveries, but the Speccy has an odd idea of what constitutes a minute, so there's no pressure to speak of. All in all, *Pat* is a markedly relaxed game – you could nod off in between turnings as the van putters along.

Actually working out where to chuck the parcels once you've got 'em is good fun, but it's nowhere near as good as *Fireman Sam*. The little animated bits when you go into a house or drink some tea are smart though. (Hey! Maybe all that tea is why Pat moves so quickly and is such a dangerous driver?) *(Hold fast, sirrah! How dare you insinuate the star of one of Britain's most popular children's lunchtime programmes is a caffeine addict? Ed)*
60%

Postman Pat 2

Subtitled 'Pat's Revenge' and running with the tag-line 'They left him for dead... but they didn't finish the job,' *Pat 2* took over $50 million in the United States. *(Stop that. Stop that right now. Ed)* Okay, okay. *Pat 2* is actually *Tir Na Nog* with headed stationery. You have to dash a suspiciously hyperactive Pat around a side-on view of the town, delivering letters and helpfully finding lost objects (such as the vicar's torch, or the handyman's spanner... hang on, vicar's torch? Well, whatever). Now and again, a hen will steal one of your letters, so you'll have to chase after the impertinent fowl in a comical manner. Oh, and there's a maniac rattling around in a dumper truck *(I think it's meant to be a van. Ed)* who, given half a chance, will give Pat a lift to exactly where he doesn't want to go.



How on Earth did you manage to lose a bike bell? I mean, it's strapped to the front of your bike. You'd be bound to notice if it fell off. It would squeak when you ran over it. All right, all right, no need to blubber.


Well, it's a scene of total devastation here, Bernard. The building's on fire and the blaze is threatening to spread. Of the arsonist, the so-called 'Caffeine-Crazy Pat', there's no sign. Here, why are you all edging away like that?

The graphics are a cut above the other two games, and it's really quite smart for a bit. Then you twig that all you're really doing is walking round a huge featureless maze (just like *Tir Na Nog* in fact) and boredom crashes down like the crap plane with hundreds of wings in that old newsreel film. And unlike *Tir Na Nog*, the main animated character isn't even synchronised to the beats of Ray Parker Jr's Ghostbusters. Dull; terribly, terribly dull.
40%

Postman Pat 3 – To The Rescue

Dan the Man has broken his leg. Probably fallen behind on those poll tax payments, or something. Anyway, he asks Pat to deliver a load of telephone directories, and Pat, like the sweetie he is, agrees. (Spook fact: the telephone directories were originally copies of the Yellow Pages, until the Yellow Pages people got in touch and threatened to sue.) Bundling Jess into the van and slinging the books in the back, Pat roars off into town, pausing only to check his rear-view mirror and signal his intention to pull out in plenty of time.



Pat (on the left) is chucking a book out of the window. A sort of boxy lorry (on the right) is driving on the wrong side of the road. And this, my friends, is about as exciting as it gets.

Pat 3 is *Paperboy*, but without the 3D bits, and on a road rather than the pavement. So the good-natured eccentricity of the original obstacles goes right out the window to be replaced with a bunch of imbeciles who don't know which side of the road to drive on. The other prob is, of course, *Paperboy* is a crap game – chug along the scrolling street, throw your books at the houses with a numbered doormat, and don't die of tedium on the way. In addition, *Pat 3*



suffers from horrible graphics and the speed of a dazed brick. Overall, it's marginally more enjoyable than trying to cut down the largest tree in the forest with a herring. *(Hello! We're a firm of lawyers representing Python Productions, and you're in an enormous amount of trouble! Several suited people with shark-y grins)*
20%



So there you have it. The original *PP* is the best of the three, and *PP 3* is the worst. *PP 2* is neither the worst nor the best, but something in between. *(Hello! We're a firm of lawyers representing Paddy Ashdown Enterprises, and you're in an enormous amount of trouble! Several other suited people with shark-y grins)* To be honest, I'd recommend you give the compilation a miss and pick up *Postman Pat* for the even more bargainous sum of £3.99, then donate the difference to the J Nash Legal Aid Fund, c/o an unsavoury police cell somewhere in the west of England.
Jonathan



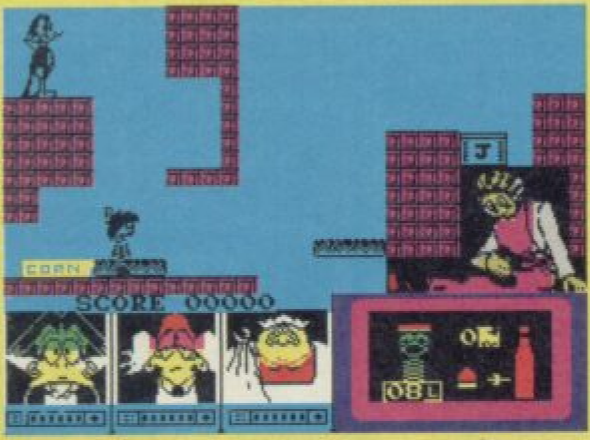
50%

CompIlation

Kids' Pack 2

Alternative/ £6.99 cassette
☎ 0977 797777

It seems that Alternative can't release enough compilations at the moment – they've got three of the things in Replay this month. (Blimey, eh?) This one is specifically aimed at the younger gameplayer, but rest assured that we won't let that be an excuse for a poor game. *(Hurrah! Lots of younger gameplayers.)*



See that strange doll-like thing in the corner? It's a bit spooky, isn't it? So is the fact that if you eat sherry trifle, yucca root in piquant cheese sauce and maple syrup (in that order) you'll probably throw up. *(How lovely. Jonathan)*

Count Duckula 2

Let's start with the most loathed game to reach the Shed since, erm, *Delta Charge*. When Jonathan first reviewed this a couple of months ago, I was worried that he was being a tad too harsh so I made him sit down and argue it out. He convinced me, and now I find myself wanting to say exactly the same things!

Not only does it look crap, but *Count Duckula 2* is a dull game with absolutely no point to it at all. It really does underrate the intelligence of younger gamesplayers. Young people do have minds of their own, parents will be steered clear of this one.

10%

Huxley Pig

Huxley is a pig. He has his own TV show and his own game. The TV show is a marvel of televisual art, the game is a load of twaddle. Whilst infinitely superior to *Count Duckula 2* in the looks department, *Huxley Pig* is equally trite. It's a collect-'em-up along the same kind of lines as the even older *Sooty and Sweep*, ie not very good.

Unlike *CD2*, *Huxley Pig* does have a couple of redeeming qualities. One is the graphics and the other is an extra game called *Pizza Pizza*. In said game, you have to choose which ingredients you need to make a tasty pizza. It's simple but at least it has some function and sense of direction, things lacking in the main game.

25%



Hello! Huxley here. I don't know if you knew this, but us pigs are very good when it comes to colour co-ordination. Take my bathroom, for example.

Postman Pat 2

Reviewed elsewhere in this compact and bijou section as part of *The Postman Pat Hit Collection*, *PP2* is a competent little game. As Pat you have to deliver letters and help your fellow villagers through various trials and torments. In return, you get the occasional lift in Sam's van. It might be fun for a while, but it's the kind of fun that won't last. Sort of like living on an isolated island paradise. *(How? Jonathan)* Well, there'd be no swinging indie record shops for a start.

40%



Oh hello, Sam. I see you've still got that clapped out old van. When are you going to get a new one? A lift? I should think not. I wouldn't be seen dead in an old rust bucket like that. I do have some dignity.

Fireman Sam

I once met Fireman Sam in a toyshop in Bath and he was as tall as me but loads more furry. Sam drives a fire engine (I saw that too) and races around putting out fires, rescuing small boys who have somehow got their heads entangled in iron fences, rescuing kites and collecting loads of useful stuff.



Didn't we have a lovely day, the day we went to Cromer? Ohh, what a picture, what a photograph! Stick it in the family album. This is a very long caption box, isn't it? Still, I've managed to fill it. *(Not quite, you haven't. Jonathan)*

The graphics are simple and colourful and the gameplay's fun. For younger players, this will prove amusing and interesting. Yep! Alternative have got it right with this one.

60%

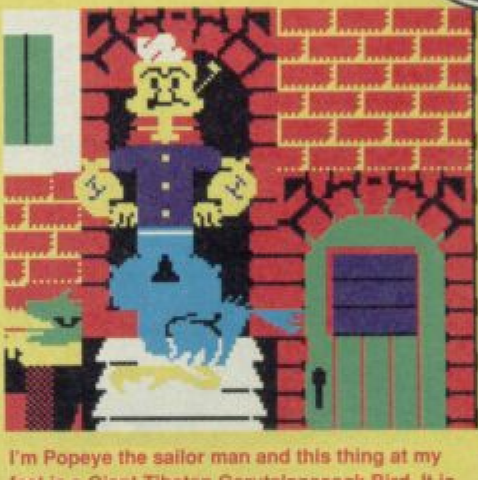
Popeye



Another goodie (well, compared to the first few games anyway) which is also reviewed elsewhere. The idea here is to collect loads of lovehearts with which to impress the remarkably fickle Olive Oyl.

To make matters a tad difficult there are obstacles in the form of Bluto, giant vultures, witches, sharks and dragons. You can avoid these life-destroying nasties by kind of moving into the background. Y'see, it's hard to explain, but the game is sort of 3D in that there are two layers to it. Oh, if you buy the game you'll see exactly what I mean. It's certainly not easy and it seems a bit out of place amongst the other games in this collection. Still, it's certainly good and the incredibly large graphics are excellent.

65%



I'm Popeye the sailor man and this thing at my feet is a Giant Tibetan Garutalanasock Bird. It is very dangerous and you will notice how I am keeping well out of its way.

Bangers and Mash

Another 'older' game that's tonnes of fun and nicely animated. Bangers and Mash are two chimps. You play one of them and have to leap around platforms collecting fruit (for your mum's fruit pie) and diamonds (for points) whilst simultaneously avoiding nasty bugs, skeletons and ghosts – all sent to plague you by the evil Mrs Snitchnose.



Here's a joke: What did the ghost say to the skeleton? Answer: Boo! (Actually, maybe it's more of a bit of a conversation than a joke.)

There's loads to do in *Bangers and Mash* and it really is good fun. I liked this when it first came out, and I like it now. Erm, so there. Basically.

70%



Three of the games in this compilation are worth having, two aren't worth crossing the street for and one is kinda okay. So, it's a jumble of a collection really and one you should really think about before buying. It is cheap though, and those three good games are definitely worth the money. **Linda**



59%

PUBLIC HOUSE

It came as no surprise to the assembled party that the murderer was among their number. Indeed, as the Colonel remarked to Lady Marjorie, it was inevitable given that both the doors and the windows were locked, and the house backed on to a three hundred foot ravine with several poor people at the bottom and not a decent hairdresser in sight. But now, Jonathan Nash delves into the European disk box and muses why the introductory paragraph of a page has little bearing on its contents.

I've a couple of smarties for you this month. The Mad Guys strike (yet) again with *Unlimited Spirits*, and then it's time to reach in to the shoebox of history and pull out an old but pretty good demo from someone using their proper name. (Actually, I've no idea how old *Nanodemo* is, but what the heck, eh?)

Unlimited Spirits
by Vision of The Mad Guys

The latest Mad Guys tactic to dominate Public House, *Unlimited Spirits* (nope, I have no idea either) is basically a salute to techno music (or, to give it its proper title, Tekkno. Apparently). In the accompanying letter Vision complained about Public House reviewing old demos alongside new 'uns. Well, heck, it's all new



Sppok fact (as revealed by the scrolly) - this intropscreen was drawn over a year before the demo was written. So where did the title come from? A dream? An odd flower seller in Dusseldorf? Or what?

to us! But anyway, *Spirits* is a brand-new, bang-up-to-date, November 1992 demo, so there.

Okay, first of all, a public safety announcement. *Spirits* features loads (and loads) of flashing screen effects. Blinding headaches are just about guaranteed, so watch out. And now, on with the fun. Passing by the parallax starfield, pulsing colour scrolly intro, Part One has a really nice rotary scroll logo thing (yup, more baffling technical terms) that sort of wraps around itself as if on a cylinder.

Oh yes, and there's also a rather long and rather good scrolly. Plenty of interesting topics here, folks.

Part Two is the greetings section, and is the usual mix of hellos and hatings (that's the polite term, believe me). You can alter the bounce of the scrolly (to quote Jon North, whoopee-doo) but it's quite a good read, with a few gags thrown in here and there. (A big hello to Dizzy the egg? Dear oh dear.)

Part Three is Serious Flashing City. A large 'tekkno' (or 'tekno' as the second K wouldn't fit) logo whizzes up and down while the screen, erm, flashes a lot. Anyway, the scrolly's another good read, with a tale of woe concerning an amazingly bad party and a laser that shot a hole through Vision's shoe.



The sun rose pinkly above the plains of Oslo, revealing the unco-operative flying beast of Baron Friseldi, but, strangely, not the Baron himself.

So. Overall, no particularly special effects but some fun, fun scrollies. That Vision's got a really good writing style you know, despite occasionally lapsing into ear-tingling phrases. However, let me assure you folks out there that I'm not just applauding *Unlimited Spirits* because YS gets loads of positive mentions. No, honestly.

75%

Nanodemo
by Jacek Michalak and the Cat-Man

A new bunch (well, to me anyway), Jacek and Cat-Man have come up with a very imaginative demo that, well, I really like. Part of the appeal is that by looking closely, you can see how they've managed to do each part. It's sort of like letting you in on the secret or something. *(And from here ladies and gentlemen, it's but a small step to burble burble burble. Ed)*

First on up is a lovely animated screen featuring thirty-two rotating Earths. As I said, if you pay attention you can see how the effect has been achieved, but it looks really smart nonetheless. Part Two is a similarly impressive piece o' programming – ten



Recreate that Agatha Christie classic 'Ten Little Indians' in the comfort of your own home! Cut out these ten faces, then act out the book for your friends! Or, kill ten of your friends. Whatever.

digitised faces bouncing on the spot with intertia. Part Three opens with a rather dull vertical scroller (each letter is repeated thirty-two times, so you get a whole line of, erm, one letter) but bounces back with a well-executed bob effect. (You know, loads of little balls on-screen at once.) The pattern's a bit unexciting though, and the demolette finishes somewhat abruptly. What a shame.

And so to Part Four, being the fourth part, or that part which comes after the third. *(It's burble time! Ed)* There's a smart symmetrical pattern drawing thing which, well, smartly draws a symmetrical pattern. The wonder of maths, eh? The finalé is a simple animated pic of some fractals (or mandlebrots, or something) which is appropriately called 'Respiration'. But before we dash to the final verdict, a special mention for the decompressor. It's awful. It decompresses to the colour memory, so you get a load of blobs splattering across the screen. And it's dead slow. Well, a minor point. Oh, another one is the coarse humour. Bit 1970-Reg-Varney-sitcom-ish really, and in today's style-oriented times, such things are death in the better social circles. *(Oh, hoity-toity. Ed)*

70%



American spelling, eh? Don'cha just love it? Oh, hang on. (Cough.) American spelling, eh? Don't you just love it? (Pause.) I see the trumpets are loud tonight, Lemmeroy.

Send a sae to **Rasputin PD, 6 Teanhurst Close, Lower Tean, Stoke-on-Trent, Staffs ST10 4NN** or **Prism PD, 13 Rodney Close, Bilton, Rugby CV22 7HJ** for details of what's available. And now, for my next impression... Victor Mature going home. 'Bye then.'

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HISTORY?

It all started with the **MULTIFACE ONE** for the original **48K** Spectrum, quickly followed by the **MULTIFACE 128** for Spectrum **48, 128** and **+2.** Remember the *microdrives*, *wafadrives* and add-on *disk drives*? Suddenly the loading from these took **seconds** rather than minutes. Except that there was not much to load - practically nothing had ever been released on cartridges or disks and there was no facility to transfer tapes onto those great new devices. This is where the MULTIFACE saved everything, literally. The black magic box could stop anything any time and SAVE it to *disk/cartridge/wafer/tape*. When the Speccy+3 came with a built-in drive, it was left to the **MULTIFACE 3** to transfer all to disks - and to perform other miracles (Multiface **3** is also needed for the *black* Spectrum **+2A/+2B**).

So, in case you just came from Mars, what does a Multiface do? First, it sits at the back of your Speccy, its magic button always READY. It has its own ROM/RAM, so it doesn't take up any Speccy RAM and needs no extra software. It comes with a full manual, but you will not need it, as the Multiface is fully MENU-DRIVEN.

ACTION!

Once in action, it freezes everything and it displays its own menu. You can, say, SAVE the program, return to it and continue. If you loose your game, just re-load from where you saved last and play from there again! No need to go back to start all the time. Even better, with the MULTIFACE you can POKE all those infinite lives, ammo, etc., that you read in the magazines, and you will never loose. Each Multiface also comes with a built-in **TOOLKIT** that lets you inspect/alter/dump Speccy RAM.. Many top programs were written with the aid of the TOOLKIT and the extra 8K RAM. And do you like the **screen shots** in this magazine? They are all produced using the **MULTIFACE!**

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HURRY!

As this goes to press, we still carry all items, but some in low quantities only. Once we sell the stock of **MULTIPRINTS, VIDEOFACES** and **MULTIFACE ONES**, we have no plans to manufacture those again. They are a terrific value, in fact more for the *customer* than for the *manufacturer*... So quite simply, **HURRY!** As for the **Multiface 3 & 128**, we plan to go on making them to meet the demand. In any case we will only accept orders when we can supply the goods and we give a *full guarantee*. Plus we still offer now up to **£15 OFF!** **mail orders!**

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79 JULY ONo YS79
Full games of *On The Run, 2112 AD* and *Non Compos Mentis 2.* Plus! A playable demo of *Turbo The Tortoise* on the tape. Inside! *Captain Dynamo, Grell and Falla, Snare* and *Steg* reviewed. Plus! Speccy hardware rounded up.



80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. Inside, Batman and Robin round up the bat games. On the tape – complete games of *Defenders of the Earth, Forbidden Planet* and *Logo.* Smashing!



81 SEPT ONo YS81
Popeye 3 Megapreviewed and *Sleepwalker* reviewed inside. On the tape you'll find complete games of *The Famous Five, Ant Attack, SAM Tetris* and *Block Dizzy.* Plus! *Match of the Day* demo and a PD demo.



82 OCT ONo YS82
Match of the Day and the *SAM Adventure System* reviewed. *Reckless Rufus* Megagamed. Full games of *Wriggler, Anttilis Mission, Mental Block* and *Z-Man* on t'tape. Plus! A PD utility and a SAM demo.



83 NOV ONo YS83
Full games of *NEXOR, Retarded Creatures and Caverns, Haunted House* and *Tetroid.* Inside there's tonnes and tonnes of Doctor Who stuff including a Megapreview of *Dr Who – Dalek Attack.* Exterminate!



84 DEC ONo YS84
On the tape – complete game of *The Light Corridor.* Plus! *Bored of the Rings Part One,* and playable demo of *Sergeant Seymour.* Inside there's a *Crystal Kingdom Dizzy* review and the first part of Steve's Programming Launderette.



85 Jan ONo YS85
With *Guardian 2*, the *ZIP BASIC Compiler, Shock* Megademo and *Bored of the Rings Part Two* all on the tape. And! A free tape head cleaner. Inside: the Beyond Belief story and *Football Manager 3* reviewed.



86 Feb ONo YS86
Fun-filled tape includes the incredibly smart *Turbulence,* the final part of *Bored of the Rings* and a reader game called *Hexcellent.* Ace, eh? Inside there's a round-up of the year and *Robin Hood - Legend Quest* gets the once-over.

Please make all cheques payable to Future Publishing Ltd and send them to YS Back Issues, FREEPOST, Future Publishing, The Old Barn, Somerton, Somerset TA11 6TB. Happy Spring!

THOSE CRAZY CROSSWORD CLUES!

ACROSS
1 & 10 down. He returned to expand Gremlin's *Hero Quest* (5, 4)
2. Disappointing sequel to *Chase HQ* (1, 1, 1)
5. The Speccy's initials (1, 1)
6. The blob who saved the world (7)
7. Crap 'seventies pop group funkily covered by Erasure (4)
8. YS's ex-Art Ed who left to, as Pssst put it, 'pop her brat' (3)
11. Wheelchair-bound maniac ripe for throwing out of a top-floor window in US Gold's *Final Fight* (6)
13. This bear's been in three games so far (4)
14. The dudes who fought Dragonninja in a game by Imagine were this (3)
15. The hero of *Mazemania* (6)

DOWN
1. Bouncy painter star of old Ocean game (7)
3. What loads of marines went to Space on (7)
4. System 3 time-travel fantasy epic (4)
6. What you had to collect in *Monty Python's Flying Circus* (4)
10. See 1 across
11. Monkey who packs a punch (4)
12. A single Bonanza Bro (4)

Thanks to Leigh Loveday for the crossword. Send your answers to: YS March Crossword, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies!

KILLER KOLUMN FROM OUTER SPACE!

Some Hard Facts

Filming is surrently underway on **Red Dwarf 6** which should be on our TV screens in the late spring, which, by a happy coincidence, is when the videos of the fifth season hit the shops. (A good piece of marketing from the BBC? Nah, must be just luck – this is the company, after all, which decided to release Doctor Who – The Daemons on video a month after everybody had recorded it from the telly.) Before both, though, you can get **The Red Dwarf Programme Guide.** It's released in March priced £4.99.



Whoever said that plaid trousers weren't sexy? Who, me? It wasn't, I didn't... I wouldn't dream of saying such a thing.

A Couple of Dicks

With both Do Androids Dream Of Electric Sheep and We Can Remember It For You Wholesale having been turned into excellent movies (Bladerunner and Total Recall) two more Philip K Dick books are being adapted for the screen (one of them the smaller, cathode ray variety, but let's stretch the cliché for the effect, okay?) **Screamers** is being turned into a film by director Abel Ferrara who gave the world the very tasteful Driller Killer. Meanwhile, **Martian Time Slip** is being developed for British TV.

RUMOURS

There are rumours that the BBC are to produce a new **Doctor Who** adventure to celebrate the Time Lord's 30th birthday in November (and he doesn't look a day over 750). But if it happens, you won't be seeing it on BBC1. Or BBC2 for that matter. Nope – the story would be available on video only. BBC Video have made no official announcement yet, but keep those digits knotted. Well it's better than nothing at all.

More Rumours

While a **Star Trek 7** movie is looking ever more likely, just who it's going to star is not so clear. The old mob are getting so long in the teeth they can hardly close their mouths. Meanwhile as the stars of The Next Generation renegotiate their contracts after the sixth season of the show, Paramount are eager to get them to sign on to do films as well as further TV episodes. This has led to speculation that the next film could be another time-warping extravaganza in which the two crews meet. Just so long as William Shatner doesn't do a cabaret act in the Ten Forward bar, it could be good.



"Hang on! Your sword's stuck to your hand. That's cheating, that is. I'm going to call my lawyers immediately. I don't have to stand for this. "



The giants of Pob found the earth toys incredibly amusing, especially when they came complete with little humans.

The Big Screen

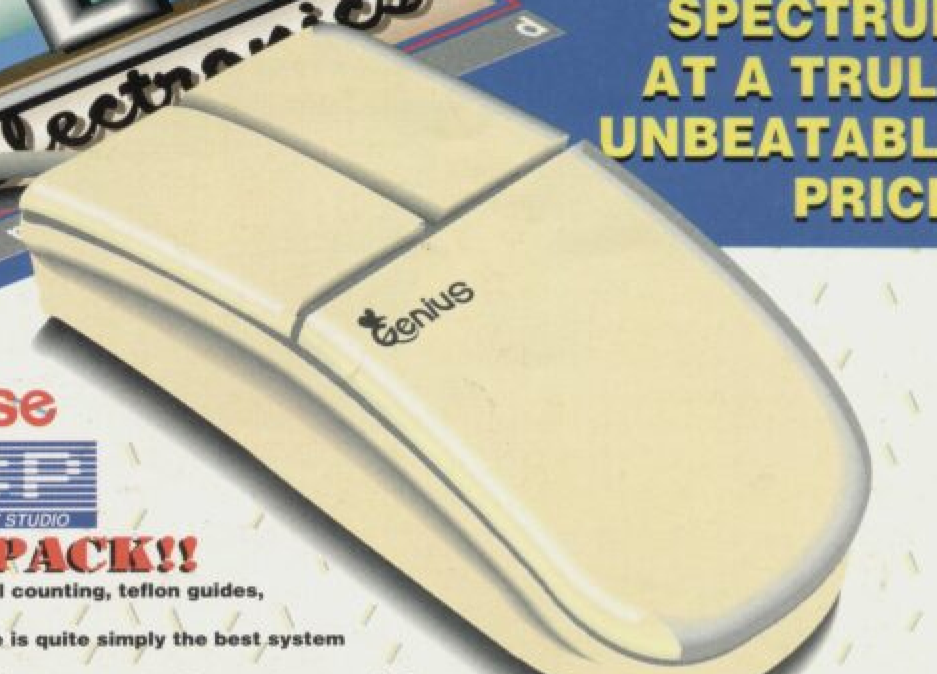
Gary Conway, star of Land Of The Giants, the most expensive TV series ever made when it was first broadcast, is trying to get a film of the series into production. Gary holds the rights to the show and is currently trying to raise funding. So if you want to see **Land Of The Giants the Movie**, send your cheques and postal orders to Gary. He'll need 'em.

Going For A Burton

Batman and Beetlejuice director **Tim Burton** is directing **Madonna**'s next video, Bad Girl. I bet there's tonnes of leather in that one. *(Calm down, Dave! Ed)*

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